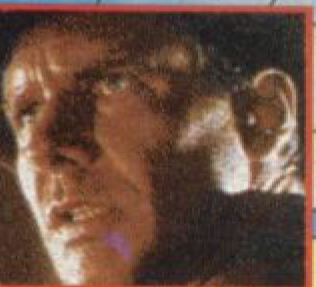
BRITAIN'S BEST-SELLING SPECTRUM MAG!

APRIL 1992 No 76 £2.20 With Lubberly Free Tape

YOUR SINCLAIR



Indy's Back! Check out our exclusive preview!

IT'S CRIME TIME!

US Gold's Bonanza Bros help the shed-crew with their enquiries. Investigate our mega-preview



This is a subliminal message: lick your nose, lick your nose, ask the newsie for your Sphinx Jinx, Space Crusade tape, lick your nose.

ZIP TO PAGE 49 FOR THE CLUES DUDE!

CLOCK THIS

Robocop's back on the beat and this time he's not taking "Clear off tin-head!" for an answer ● **Indiana Jones** is righting wrongs in the utterly mad village of Atlantis ● **Steg the slug's** here and he's got a raffia rug! ● And **Fireman Sam** (well 'ard flan) is here to save the day! Step inside and savour the ambience!

Plus! We reveal the best Speccy adventures ever! The YS team get on their skateboards and ride in The World! And! Check out our exclusive Bonanza Bros compo! More off the inside leg sir?

Love me, love my Luger!

Future PUBLISHING
Your guarantee of value

BRITAIN'S BEST-SELLING SPECTRUM MAG!

APRIL 1992 No 76 £2.20 With Lubberly Free Tape

YOUR SINCLAIR

Indy's Back! Check out our exclusive preview!



IT'S CRIME TIME!

US Gold's Bonanza Bros help the shed-crew with their enquiries. Investigate our mega-preview



This is a subliminal message: lick your nose, lick your nose, ask the newsie for your Sphinx Jinx, Space Crusade tape, lick your nose.

ZIP TO PAGE 49 FOR THE CLUES DUDE!

CLOCK THIS

Robocop's back on the beat and this time he's not taking "Clear off tin-head!" for an answer ● Indiana Jones is righting wrongs in the utterly mad village of Atlantis ● Steg the slug's here and he's got a raffia rug! ● And Fireman Sam (well 'ard flan) is here to save the day! Step inside and savour the ambience!

Plus! We reveal the best Speccy adventures ever! The YS team get on their skateboards and ride in The World! And! Check out our exclusive Bonanza Bros compo! More off the inside leg sir?

Love me, love my Luger!

Future Publishing
Your guarantee of value
9 770269 698034 04

TOTAL is the only mag that's 100% dedicated to Nintendo gamers. So if you own an NES or a Game Boy...

Oh noooooo! Issue three of TOTAL is in the shops and I forgot to reserve a copy. Now I won't be able to read about all that fab Nintendo stuff







See? Even that gimp wants to buy TOTAL and *he* helped to write it. Can YOU afford to miss out on over 70 pages of TOTAL Nintendo action?

... You'd better get issue three of TOTAL. Out now!

CONTENTS APRIL • 76



It's awful, the shed's been stricken by an awful loony, nutter disease. Linda tells me that this will make me seem a lot more attractive to the opposite sex, so I'm not that bothered about the whole thing. You see it's sad but true Spec-chums. I've met a girly. She's super-wonderful and, for reasons best not discussed, seems to quite like me. The crew have been full of all sorts of advice, but as they're all as mad as artichokes, they're not much use. I shall muddle by as best I can and keep you informed as to what's happening.In the meantime, enjoy the issue and remember: madness is a relative kinda thing! Blooters!

Andy

THE MAGNIFICENT 7

THE FUN KICKS OFF ON PAGE FOUR

EXCLUSIVE



SPHINX JINX: FULLGAME



SPACE CRUSADE: DEMO!



THE BLOOD OF BOGMOLE: COMPLETE GAME!

PLUS! *NON COMPOS MENTIS*, **BATZ 'N' BALLS DEMO, *INFY* UTILITY & LOADSA POKES!**

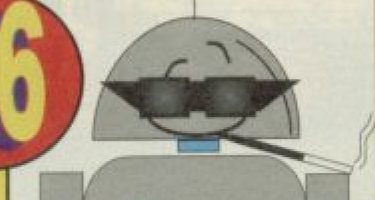
42



Bad trips?

In which Tim Kemp gives us the run-down on the best and worst adventures ever! Dare to disagree with him!

26



SAM Centre

Back, due to popular demand (and some bribes too) we bring you two pages of Spam (ahem!) Sam news and reviews.

51



The World!

Wodges of stuff that's happening on the streets and near bus-stops. If it's worth doing, it's in here...

Sinclairicus Shedcrewicus
This statue was erected to commemorate the silver plate anniversary of YS. From top to bottom are Field Marshall Andy 'Hutch' Hutchinson, Air Commodore Andy 'Balloon' Ounsted, Flight Leiutenant Linda 'Chub' Barker, Sergeant Jon 'From post to' Pillar and Chief Petty Officer Maryanne 'Phone' Booth.
Insanity Beckons Jovially

MAD? US?

We are all born mad, and some remain so. Here at YS we've clung onto our insanity for as long as possible. So, what's your silliest possession?

Editor: Andy *(Battery powered latex hand)* Hutchinson ♥ **Art Editor:** Andy *(Clockwork rowing hippo)* Ounsted ♥ **Deputy Editor:** Linda *(Blue toy piano)* Barker ♥ **Staff Writer:** Jon *(Welded together Slinky)* Pillar ♥ **Art Assistant:** Maryanne *(Puddles the squeaky penguin)* Booth ♥ **Advertising Manager:** Cheryl *(Badge kissed by Billy Idol)* Beesley ♥ **Production Co-ordinator:** Lisa *(Groucho Marx slippers)* Read ♥ **Publisher:** Jane *(Her secret diaries)* Richardson ♥ **Promotions Manager** Michelle *(A pair of wild pig tusks)* Harris ♥ **Group Publisher:** Greg *(Snuff Rock EP by Alberto Y Lost (sic) Trios Paranoias)* Ingham ♥ **Circulation Director:** Sue *(Teenage diary written in indecipherable shorthand)* Hartley ♥ ***Your Sinclair* (Inflatable Shark), Future (Kevin Hibbert) Publishing,** 30 Monmouth Street, Bath, BA1 2BW, Tel (0225) 442244 (Reader enquiries Wednesday only). Fax (0225) 446019 ♥ **Subscriptions:** The Old Barn, Somerton, Somerset, TA11 7PY, Tel (0458) 74011 ♥ **Cover illustrator:** Nick *(Cymbal playing monkey)* Davis **ISSN:** 0269 6983 **ABC:** July-Dec 1991 59,059 ♥ ***Your Sinclair*** eats 15 packets of Wotsits and Ringos with these slurpy love machines: *Commodore Format (1982 Thundercats album), Amstrad Action (Painted dough frog), Amiga Format (Inflatable shocking pink flamingo), PCW Plus (Padded bra), PC Answers (Stick of Spinal Tap rock), PC Plus (Boing suit), Sega Power (Frog in a rubber-ring sat inside a hamster ball that's half full of water), Amiga Power (Deflated inflatable black bat), Amiga Shopper (A 1/50th scale 1956 steam engine), Classic CD (Airfix snake), Needlecraft (Pele memorabilia), Mountain Biking UK (Four copies of the editor's own book on bike repair), PC Format (Maggie Thatcher glove puppet), Public Domain (Battery powered dolphin) , ST Format (Lump of coal the dog dug up in the fields one morning),Total! (Self made dog poo-poo) and Today's Vegetarian (Baby teeth in a little jar)*

YOUR SINCLAIR ABC 59,059

But what we really want to know is.. how come all the girls you fall in love with never fancy you and how come all the ones you don't do?

NEXT ISSUE ON SALE APRIL 2ND

YOUR SINCLAIR

THE MAGNIFICENT 7

This month we're offering you a varied selection of hard and soft centres. We've got a couple of games, two playable demos, POKEs and a groovy cheat thang!



Loopy Egyptians galore! THE SPHINX JINX, our exclusive full game, is on page 4.



Blast off with our exclusive demo of SPACE CRUSADE. It's on page 5.



NON COMPOS MENTIS is a complete reader game. It's on page 5 and it's bonkers!

Driven mad by games? Turn to page 5 and load up our INFY cheat utility.



Adventure fun with THE BLOOD OF BOGMOLE on page 6.



Go bananas with BATZ 'n' BALLS! Our tip-top SAM demo's on page 6.



Turn to page 6 for more laffs 'n' lives in POKERAMA!

THE SPHINX JINX

Incentive

COMPLETE GAME

This has got to be one of the best games we've ever popped on the tape – a Freescape adventure that wasn't put on general release. It's the sequel to *Total Eclipse*. Remember that? It was a solid-3D puzzle game, set within a massive pyramid stuffed full of tricky bits. You had only two hours to solve the riddles of the pyramid in order to stop an ancient curse from extinguishing the sun. Lummee, eh?



It was Basil's worst nightmare, and it was real. Like Petra before him, the hapless cooper had been turned into a Cubist painting.

The Sphinx Jinx takes up the story as you prepare to leave the pyramid, having saved the day without even breaking sweat. Whilst collecting your treasures, straightening your cravat and generally tidying up a bit, your exit is suddenly blocked by a wobbly apparition. In an impressively deep voice it tells you that due to not reading the small print in your Swaggering Desert Adventurer's Contract, you are now obliged to save the world



Darn realisic, these Freescape games. This one's so atmospheric it could easily put you right off embalming your relatives.



The time? 12.17. The Place? Somewhere east of Java. The song? Don't go breaking my heart by Elton John and Kiki Dee. The year? Dashed if we know.

again. This time things have been made a little harder. According to legend, the only thing that can stop the second total eclipse is the mystic Sphinx. Gifted with innate magical powers the Sphinx represented the forces of order in the universe. Hence her symbolic pose at the foot of the pyramids – like some alarmingly large dog guarding a house. Revered by the Egyptians, she was reviled by the Cult of Urukh-ta, who one night launched a frenzied attack upon her, shattering her into twelve pieces. Distraught, the Egyptians concealed the pieces of the Sphinx within the pyramid, to await one who could rebuild her and awake the magic. Tch, mythology, eh? Anyway, that's the story. The second eclipse is happening, and you've got to find the bits of Sphinx and slot them together. Ranged against you are traps, mummies, poison darts, heat exhaustion and that most heinous of evils, sandy socks. And you've only got one hour in which to succeed. A tough challenge indeed. Get to it – and don't forget to swagger.

CONTROLS

Joystick or keys

Q	Turn left
W	Turn right
O	Forward
K	Back
SPACE	Draw gun
0	Fire Gun
P	Look up
L	Look down
F	Face forward
U	U-turn
H	Change height
R	Rest
S	Change step size
A	Change angle
I	Options

SPACE CRUSADE

Gremlin

PLAYABLE DEMO

128K ONLY!

After slobbering over Linda's Megagame review of last issue, here's your chance to try out this stonking game for yourselves.

Comprising the first mission from the full game, our demo has you donning chunky white armour and taking the roles of four space marines and their fearless leader. Ordered to seek out and destroy something 'orrible that goes by the name of The Dreadnought, the idea is to advance through an abandoned space station, breaking through doors, pot-shotting aliens and generally having a jolly time.



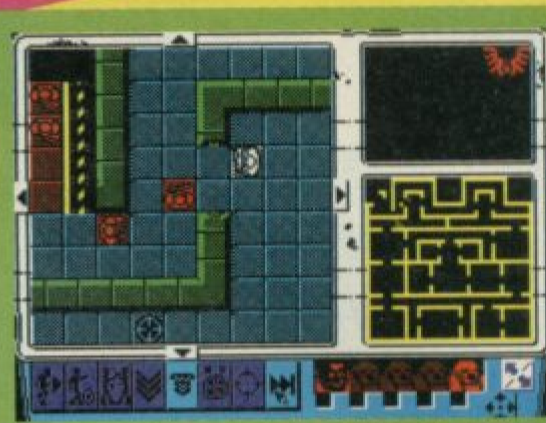




Those icons in full: (l to r) move, shoot, fight, command, bomb, open door, scan, next turn.

It's the follow-up to *Hero Quest*, and is in the same sort of mazey-strategy-fighty vein. Gameplay is split up into a number of turns. First of all, you have a turn and move your marines around, set up crossfires, investigate suspicious stretches of corridor, accidentally fire 6000 rounds into a pile of rubble and all that sort of thing. Then the baddies have a turn and jump out from unexpected corners and massacre everyone in sight. Finally, you have another turn, and quite a nasty one, as you see your troops have been routed with frightening ease. (Ahem.) It's utterly corkendous fun for all the family. What this means is that you'll be trying to play while your mad uncle Bobby leans over your shoulder and gives you all the wrong advice.

Not only does it play well, *Space Crusade* looks good. Although it switches itself on to a 2D plan view, you can easily switch to a huge 3D animation of your marines slogging away. Well, you get the idea. It's all icon-driven, dead easy to pick up, and will probably put you off applying to NASA for life.



"Right men, you rush blindly towards the soul-sucker while I hide behind this corner."

CONTROLS

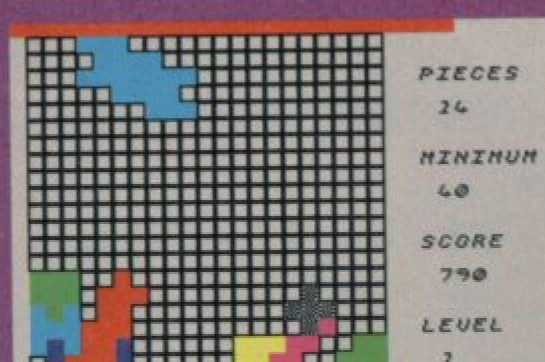
Joystick or keys
Z Left
X Right
K Up
M Down
SPACE Fire
S Scroll map

NON COMPOS MENTIS

Nigel Grange

READER GAME

Imagine an empty chessboard and a box full of irregular coloured shapes. You can move and rotate the shapes to fit anywhere on the board, and basically you have to fill a set portion of the screen before the timer runs out. Simple, eh? Oh deary me no. Sort of *Tetris*-y, sort of *Kensington*-y, this is the kind of unswitchoffable brainteaser that makes solving Rubik's Tetrahedron seem a light diversion by comparison. Y'see, the trouble is that you've no way of knowing which shape is going to come up next. So you carefully plan ahead, trying to neatly finish a corner of the screen, when you get a useless knobbly bit that mucks up the whole pattern. Before you know it, there are shapes all over the place and the time limit has expired. As the programmer says, "Playing is hard. Escape is impossible. (Heh heh heh.)" Blimey.



It's the start of the game, and things certainly *appear* to be going well. But appearances can be deceptive. No doubt I'll lose. Again.



Oh no! Disaster strikes! I've managed to completely fill the screen without actually getting anywhere. Oh well. Next time, eh?

CONTROLS

Joystick or definable keys

INFY

Shay Madden and J Harlan Taploin

CHEAT UTILITY

Infy is a tiny program that hides anywhere in memory, examines games and has a bash at finding infinite life POKEs. Simply load up – or **MERGE "":GOTO 47** if there's already a program loaded – and enter the address you want the routine stored at. (Handy hint: 23296 is a pretty safe bet.) Then type the number of lives the game initially gives you. Finally, enter **RANDOMIZE USR address** and *Infy* will suggest a list of POKEs. Four of these will crop up several times – they're actually part of the routine, so ignore 'em. Note the others and go down the list, POKEing each one with zero then starting the game. If you get infinite lives, cheer loudly. Otherwise, reload and try again. Oh, if you want to search for a different number of lives, just **POKE address+28, lives**. And that's it. Scrumptious.

TECHY BIT

Infy is triggered by the command **LD A,lives** followed by **LD (address),A**. For each command it finds, the routine searches through memory for the four most common decrement routines that use **address**. The routines are **DEC A**, **DEC (HL)**, **SUB C** and **DAA**. Each time *Infy* comes across such a sequence, it logs the appropriate address you need to POKE to zero.The whole program is completely relocatable, loading initially into screen memory to avoid clashes. Simple, but neatly effective. Good on yer, Shay!

THE BLOOD OF BOGMOLE



Compass Software

COMPLETE ADVENTURE

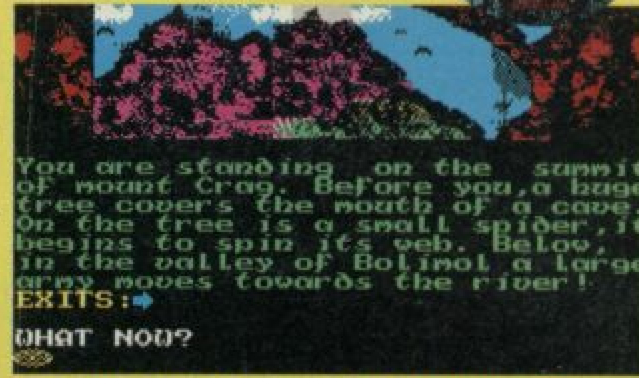
In *The Blood Of Bogmole*, you play a small, Gollum-like creature who's returned home to find his family massacred by The Evil One. Swearing vengeance you set out to beard the villain in his lair and finally put an end to his long reign of terror.

If you've been using the *GAC* utility from a couple of issues ago, you'll know what to expect when you load *Bogmole* up. If you're new to adventures though, here's a quick guide to getting along with 'em.

Basically, the Speccy acts as an interpreter between you and the game. Hence, if you were standing outside a corner shop and fancied partaking of the wholesome vegetables therein, you would type **BUY VEGETABLES**, or maybe **CUFF GROCER LIGHTLY ABOUT THE HEAD AND SCAMPER AWAY WITH THE PRODUCE**. The result of this would then be displayed; possibly the grocer ducks your blow and renders you unconscious with a deftly-wielded pumpkin. (Remember kids, crime does not pay.) It's all great fun, so go on - give your trigger finger a rest and your brain a jolly good workout.



And don't forget to give that scoundrel one from me.



What now indeed? Personally, I'd try disguising yourself as Richard Chamberlain and tapdancing down the mountain wearing a cape and a large flan case. If that fails, run away.

BATZ'N'BALLS

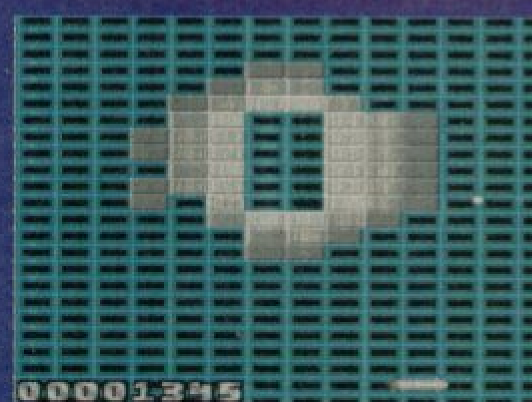


Revelation

PLAYABLE SAM DEMO

Recovered from October's fabby *Prince Of Persia* demo yet? Well, here's another SAM game to get your pulse a-pounding. It's sort of like *Arkanoid* but immeasurably jazzier, with funky tunes, silky graphics and improved gameplay. Taking control of a dinky bat, the idea is to bounce a steel ball around the screen, knocking out bricks in order to progress to the next level. Some bricks conveniently yield up special icons when bashed, and these icons give you a variety of powers. Old*Arkanoid* lags will recognise the laser weapon, long bat, sticky ball, and multiple shot options but *Batz 'n' Balls* throws in a few newies as well. For example, one icon makes the ball ricochet off the bottom of the screen (jolly useful), while another reverses your controls (jolly scary).

Our demo contains the first seven levels from the full game's 150, and in short has addictive qualities that outweigh several heavy bags of exceptionally addictive things. Flex those fingers, cos there's some smashing fun ahead.



Dick was, to be frank, surprised. When climbing the wall bars at St Pobs it was quite uncommon to be attacked by a giant "O."

CONTROLS

Mouse, joystick or definable keys.

POKERAMA

Jon North

This month, Jon was at the seaside relaxing in his rubber dinghy when it was swept out to sea. Despite the fact that he was set adrift for three weeks, he gallantly struggled beneath the boiling sun in order to complete the latest edition of *Pokerama* on time. During this time he had only a Speccy, a few games, a couple of tapes and a small jar of earthworms to keep him in a good mood. The earthworms escaped overboard, the Speccy got sunstroke and gulls stole the games. Worse still, on the twentieth day Jon was forced to eat the tape, and had to code it all over again when he got home. Still, at least he's now nicely tanned.

This episode's sun-kissed cheats are:

Road Runner And Wile E Coyote Infy lives
Game Over 2 parts one and two Infy lives
The Last Commando Infy lives
Spooky Castle Infy lives
Crossfire Infy lives
Hard Drivin' 48K Infy time
The Last Commando Infy time
Game Over 2 part 2 No access code

Cheat on, chums!



Run Wile, run Wile, run, run, run. Get some tasty bird in your tum, tum, tum. You'll get by without another bomb. So run Wile, run Wile, run, run, run!

TAPE TRUBBS

Here at YS, our covertapes are quintuple-checked by a matched pair of expensively-trained Alaskan digestives. However, even biscuits have off-days. If your tape slipped through their fingers then send it in a jiffy bag with an sae to: YS Mag 7 No. 12, April Ish, Tape Returns, Ablex Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 4QD. Now stand on your head and chant, "Bill and Natalie, as troubleshooters you leave much to be desired. But you're splendid with a cup of tea, that I'll admit." Within 28 days a new tape will appear, demonstrating once more the uncanny powers of callasthenics. And don't forget the sae!


FROM ALTERNATIVE SOFTWARE
THE LEADERS!
AVAILABLE FROM ALL GOOD COMPUTER SOFTWARE STORES
CBM64/128
KIDS PACK
SIX SUPERB ALL TIME FAMILY FAVOURITES, EVERYONE A TOP CHART HIT. INCLUDES: COUNT DUCKULA, POPEYE, SUPERTED, THE WOMBLES, SOOTY & SWEEP AND POSTMAN PAT. THE NUMBER ONE HIT. VOTED "GAME OF THE YEAR". AVAILABLE FOR ONLY £12.99 ON SPECTRUM, COMMODORE 64 AND AMSTRAD
CBM64/128
20 AWESOME GAMES
GINORMOUS COLLECTION
IT'S HERE AT LAST!!. THE GINORMOUS COLLECTION. 20 AWESOME CHART TOPPING GAMES. THERES SPORTS, ARCADE ACTION, FLIGHT SIMULATORS AND CARTOON FUN!!! GREAT VALUE!!!... TRULY AWESOME. ONLY £14.99. AVAILABLE ON SPECTRUM, COMMODORE 64 AND AMSTRAD.
NOW AVAILABLE FIREMAN SAM THE COMPUTER GAME!! YOU HELP FIREMAN SAM EVERYONES FAVOURITE HERO. AS HE STARS IN THIS HIGHLY ENTERTAINING GAME, FEATURING A HOST OF DELIGHTFUL CHARACTERS FROM THE HIT TV SERIES. ONLY £3.99 ON SPECTRUM, COMMODORE 64 AND AMSTRAD FROM ALTERNATIVE SOFTWARE. THE LEADERS.
AT LAST! ITS NOW ON COMPUTER. THE MESSIEST GAME SHOW IN THE WORLD. DOUBLE DARE AS FEATURED ON BBC TVs "GOING LIVE". ANSWER THE QUESTIONS! TAKE THE PHYSICAL CHALLENGES AND PREPARE TO BE SLIMED AND GUNGED ON THE HECTIC ASSAULT COURSE!!! ONLY £3.99 ON SPECTRUM, COMMODORE 64 AND AMSTRAD.
4 GREAT GAMES FOR ONLY £3.99 OTHER TITLES INCLUDE 4 MOST MEGAHEROES 4 MOST WARZONE 4 MOST AIRPOWER 4 MOST SPORTS 4 MOST ACTION 4 MOST FUN AND COMING SOON 4 MOST BALLS BOOTS & BRAINS 4 MOST SPORTS 4 MOST CUTE 4 MOST TIGHT & FRIGHT
IF YOU HAVE ANY PROBLEMS OBTAINING THESE OR ANY OTHER OF OUR SUPERB GAMES, PLEASE SEND A LIST OF THE TITLES YOU REQUIRE ALONG WITH A CHEQUE OR POSTAL ORDER MADE PAYABLE TO ALTERNATIVE SOFTWARE LTD.
ALTERNATIVE SOFTWARE
ALTERNATIVE SOFTWARE LTD. UNITS 5-7 BAILEYGATE INDUSTRIAL ESTATE PONTEFRACT WF8 2LN

Pssst

In a desperate bid to get some young, vital and good looking people into Pssst, we went to the park and took loads of photos of one another. Then we decided that maybe we should have photos of real people. And we thought that the readers, that's you lot, hadn't been very visible lately. After feeding the ducks we went back to the office and what should we find on the table but a yellow ticket. Hurrah! Y'see, this wasn't just any old yellow ticket, but one of vast magical powers. It had the ability to get you into computer shows for nothing! Linda was promptly packed off to London with only her green duffle bag for comfort. "Get us some faces," we yelled at her, somewhat ambiguously, as the train pulled out of the station.



Linda and beloved green duffle bag arrive at the Horticultural Hall, Westminster. What a lot of people! Where is a girl to start? Confusion reigns as Linda spends half an hour wandering around asking people if she can take their photograph. They all say no.



Luckily, Linda puts on her most charming manner and manages to persuade a couple of Speccies to have their photo taken. The Speccies later demand that the photos be torn up and the negatives destroyed. After a long argument Linda tells the Speccies that they are inanimate objects and thus unable to have a decent argument or blow bubbles. This stumps them.



At last, a real person! Jeffrey Lamb consents to have his photo taken. He also wonders why he's never won any YS competitions and why the north face of the Eiger is so jolly difficult to conquer. Linda pathetically fails to answer either of these questions.

Linda met loads of wonderful people and took photos of them. Unfortunately, she also woggled the camera around a lot cos she's so crap.

HOW TO BECOME COMPLETELY AND UTTERLY MAD

- Start by becoming just a little bit different. There are loads of ways of doing this but the easiest has to be dying your hair.
- Now get some *clobber* that's a bit out of the ordinary. Try your dad's drawers for naff seventies shirts with clock patterns and large pointy collars.
- You've mastered the image, now comes the really difficult bit: acting odd. Join the local drama group and recite your *lines in* public places. If this seems like too much effort, just pretend to be Spiderman and go round spouting nonsense like "my spider sense is tingling." Toilets, museums and supermarkets are quite good for this.
- By this time very *few people* will risk looking at you, let alone attempt a conversation. Don't despair! Just talk to people anyway. Bus stops, tubes and trains are ace places for this cos people can't really run away.
- Alternatively, you could just become a Manic Street Preachers *fan*.



DIZZY'S DREAMBOAT



Last month we gave you the chance to win a beaut collection of Dizzy goodies. Unfortunately only one person could win but now here's another chance to get your hands on a complete Dizzy kit. There's a Dizzy clock, bag, cap, mug and T-shirt. Yep, now you needn't be without Dizzy for more than a few seconds.

For more details call 0926 814132. The complete clobber is modelled here by the lovely Clare "Lovecake" Lucas. Clare is responsible for the Cartoon Time Club gossip rag which is sent out to club members. If you're interested in joining, just drop a line to Clare at CodeMasters, Lower Farm house, Stoneythorpe, Southam, Warks CV33 0DL.



YS COMPO

There's nothing more we in the Shed like than going to the Sunday afternoon showing of the latest movies from the good ol' US of A. If we're not in the Shed, you can always find us curled up in plush red velvet chairs, stuffing our faces with popcorn. When we run out of money we turn to the little screen, and load up the latest movie licence conversion. You can imagine our joy when Elite's new Movie Premiere compilation was gently pushed under the door – four film tie-ins in one box. Hurrah!

The four games are *Teenage Mutant Hero Turtles, Days Of Thunder, Gremlins 2* and *Back To The Future 2*. Pretty good, uh?

What's more, Elite have nicely offered us ten copies of said compilation to distribute as we see fit. So this is a compo and here are the questions...

1. What turtle thought he was a musketeer and had a best mate called Dum Dum?

2. Who's Tom Cruise married to?

3. In what film did Michael J Fox play a normal teenager who turned into a wolf at various intervals?

Write the answers down on the back of a postcard or envelope, address it to "I Vant To Be Alone Wiv My Speccy And My Little Zing," YS Compos, 29 Monmouth Street, Bath, Avon BA1 2DL. Entries must reach us by the 15th of May, 1992.

NEWS FLASH

Hold onto your wigs, Spec chums! We have got some news of monumental importance to the civilised world. T'other day we received a press release from Ralston Energy Systems and, cos we're really crap at keeping secrets, we just have to spill the beans. Excited? You will be. Listen to this...

'Madrid, 1992 – RALSTON ENERGY SYSTEMS IBERICA (UCAR Batteries) announced today that it has reached a definitive agreement to acquire the consumer battery business from Sociedad Espanola del Acumulador Tudor SA in Spain and Portugal. This agreement is subject to Government approval.'

Do you know what this means? Goodness, countries have gone to war for less! Who knows where this could lead? The battery business of Spain and Portugal will never be the same again. Remember where you read it first!

NEWS FLASH

AT THE BUS STOP with the completely and utterly insane MICHAEL FISH



BUS STOP

The mad March hare's got nothing on our Michael! YS caught up with wiggly Mickey at the 30 bus stop outside Argos near Tottenham Court Road.

YS: *Michael! What a joy it is to clap eyes upon your well-weathered fizzog. Where are you going?*

Mikey: Well, I'm just taking a little wander. The BBC can get a little claustrophbic at times, especially in the canteen. It was okay before 12.30, I was sipping my tea (strong, loads of milk and three sugars) and flicking through a Ladybird book all about occluded fronts. Across the way I could see Terry Wogan munching his way through a plate of Danish pastries whilst skimming through some important looking papers.

It was all very cosy until some DJ came and sat next to me with a plate of tripe. It was that blimmin' Simon Bates. I had to leave. So here I am, I've been watching that cumulus up there. It shows distinct signs of turning into a cumulo-nimbus and we all know what that means. Ha! Ha! Ooh, that's lucky – here's a number 30. Cheerio!

YS: *Cheerio! Oh, sod it – it's started to rain. Let's go and have a look at all the games in Virgin. It's warm in there! Run!*

T-ZERS

Bellow huzzah and toast a scone, it's Hearteningly Good News time. The Coupé Crew at SAMCo have been scouring the world for unreleased, original software in order to start up a new, full-price Speccy label. Head honcho Alan Miles says they're branching into the Speccy market for two reasons. Firstly, they hope to attract new programmers to the Coupé via the scheme. Secondly, they feel that SAM should be standing up for his younger brother! The first progs to be distributed under the (as yet unnamed) label will be a whole load of spanky Spanish games. Reckon you've got a game or utility (or a funky bit of hardware) that's worthy of commercial release? Then give Adrian Parker a tinkle on 0792 700300, and help Support Our Speccy.

Hi-Tec continue to loot the vaults of Hanna-Barbera – their next releases are to be *The Jetsons, Augie Doggie and Doggie Daddy*, and *Wacky Races*. No news yet on the first two, but here at the Shed we're all waiting eagerly for the chance to paste on Dick Dastardly's moustache and zoom around nobbling the other manic motorists. (Snicker, snicker.)

And finally, as they say, Zeppelin have had a face-lift. Fed up with the cuddly airship of yore, they've brought in a swish, thrusting new logo that fair flies off the cassette inlay. It certainly gives their image a *lift* – in fact, it's a real *gas*. Boom boom! *(Oh dear, oh dear. Ed)*



Whoo, steady the horses! This is a bit creepy isn't it Spec-chums? These were the days when people with Spectrums were dead hard and nobody messed with them – ever. Funny how some things never change!

ROCK AROUND THE CLOCK
APRIL 1989

This issue came with some beautifully mounted free stickers, including one bearing the legend – tie me kangaroo down sport. Also on the outside was a fabby tape with *Survivor* and *Pacland* cunningly programmed onto it. Inside, *Vigilante* was previewed and there were loads of pictures of Easter eggs. There was also a bit about the lonely hearts column that used to be in Input Output.

The best bit (the bit worth turning to Back Issues on page 49 for) was Doris' Ghost Busting tip as highlighted in *The Real Ghostbusters* Megapreview. Doris said, "dress up as a vicar and pour Evo Stick on the mat before the alter." Right on, Doris!

ROBOCOP 3

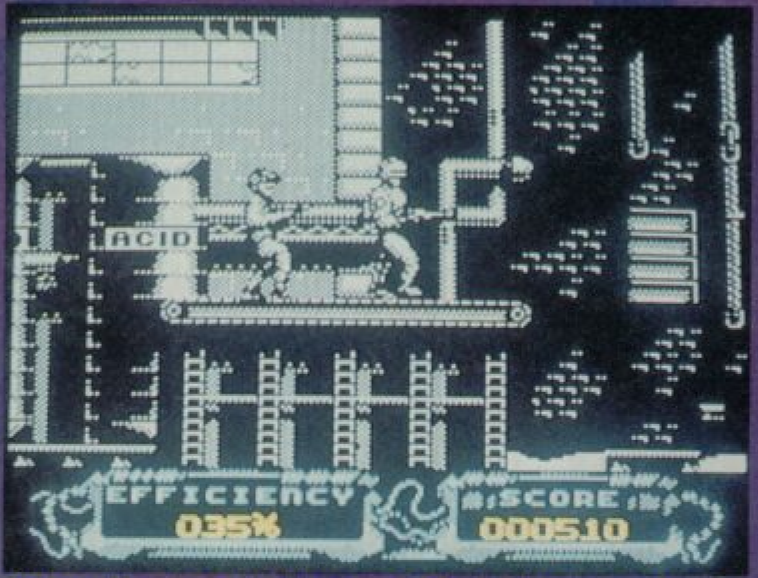
Ocean/£10.99 cass
☎ 061 832 6633


LINDA

If you think about it, Robocop is a sort of distant relation of the tin man in The Wizard Of Oz. They're both good guys, sort of, and they're both a bit partial to covering themselves in base metal. This line of thought raises quite an important question – does Robocop have a heart? And if he hasn't, would he like one? Well, it's a thought.

In this, his latest monochrome outing, Robocop turns against Omni Consumer Products, his original maties. But that doesn't mean he's become a nasty baddie, ho no. It's the OCP who are at fault, not Robo. Y'see, the OCP have had grand plans to rebuild the city of Detroit into a decent habitat for decent people. No more crime, no more pollution and no more women with clipboards stopping you outside Woolworths and asking how many pints of milk you buy a week. Yep, if the OCP have their way, Detroit will be full of well-weeded municipal parks and well-lit streets. But 'tis not to be, for the OCP are running low on funds and are taken over by a Japanese company who want all the God fearing citizens of Detroit out of their homes. Boo!

It's actually quite easy making people move when they don't want to, all you have to do is get some Splatterpunks in. These beefy chaps will shoot everybody in sight and then squat in the houses to fire at unsuspecting citizens from the windows. Now



Gatecrashing the acid house rave, Robo led the partymakers in a rousing chorus of *The Floral Dance*.

obviously Robocop isn't going to stand for much of this nonsense, he breaks away from the OCP and sets off on a one-man mission to save Detroit. Don your helmet, pull on your metal strides and let's get streetwise!

Hunky Punky

The first level is an *Op Wolf*-ish style shoot-'em-up where you've got to move your crosshair around and lock onto the Splatterpunks. There are plenty of these around, they poke their ugly heads out of windows and walk along lobbing grenades at you. As soon as you've got them in your sights, fire and move on to the next one.

The cityscape is a monochrome waste, you can scroll either to the left or the right and your aim is to completely clear the street of baddies. There's a little arrow at the bottom of the screen which tells you what direction the next nasty's coming from. This level's incredibly derivative and it suffers from the same problem as most games of this type. Basically, it can be a bit annoying when your crosshair melts into the background and you end up firing randomly. Pshaw!

As well as knocking out as many Splatterpunks as poss, you've also got to shoot lots of little credit squares that come bouncing along at various intervals. Y'see, at the end of each level you get a screen showing which bits of Robocop have been shot away. As long as you've collected enough credits, you can repair him and get ready to battle out the next level. Phew!



The Amazing Tumblesome Brothers And Ned were the smash success of the show.

INCREDIBLY USELESS PHONE NUMBERS TO CUT OUT AND KEEP!
CONCORDE DAMP ROOFING CO LTD BRADFORD 729051

Oh no, it's Otomo!

In Level Two you become Robocop, rather than a gunsight. You also come into contact with a rather nasty ninja who goes by the name of Otomo. Despite the fact that he sounds like a particularly crap brand of washing powder, Otomo is a pretty powerful adversary. He stalks a car factory and you've got to jump along loads of platforms and blast him to bits. He takes ages to kill and you've also got to watch out for all the Splatterpunks and Rehabs that are running around. Keep an eye open for the quicksand too, one false step and you'll be swallowing mud!

It's a bit on the tough side but you can grab some power-ups to help make life a tad easier. A little disc with a + sign in the middle might not look very useful, but shoot at it and you'll get a luvverly new weapon. These initial power-ups have a set number of shots and don't actually last very long. The thing to do is try and get hold of an infy supply of bullets. There's a little P floating about that'll guarantee this, but it's not exactly easy to track down.

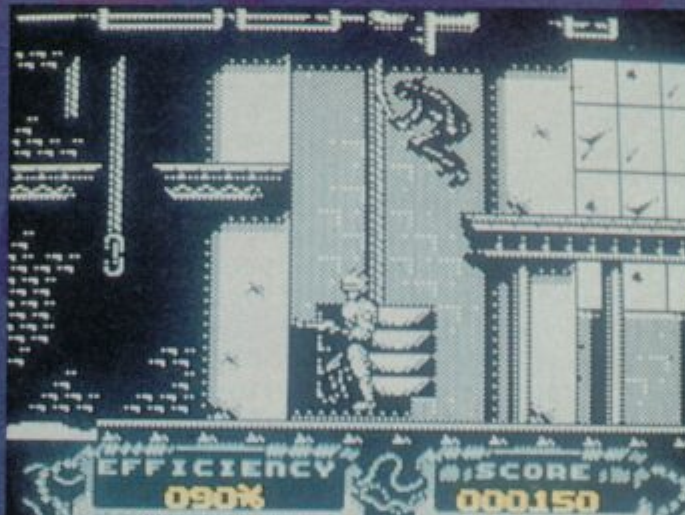
Just like in the first level, there are loads of little credit squares knocking around. Shoot them all and you'll be able to give Robocop a good going over later on.

Motown junk!

Once you've waved goodbye to Otomo it's time to hit the streets of Motown. The buildings all look like art deco cinemas just after the second world war, in fact Cadillac Heights looks as if it's been completely wasted by swarms of bombers. Through this desolate

BLIM!

The first batch of metal trousers were made for the men to enter Windscale. Soon after, they were discarded in favour of jersey leggings.



Luckily for Robo, the ambush was spoiled when Arthur jumped off the platform and stuck his sword in the ceiling.



Robo paused. His cybernetic scanners and specially-programmed sixth sense told him something, *something* was about to happen.

wasteland flies Robocop, swooping up and down platforms with his jetpack tied on tightly. To make it a bit tougher, the Rehabs and Splatterpunks have got their own jetpacks and the end-of-level baddie is a massive blimmin' tank. First find it, then trash it.

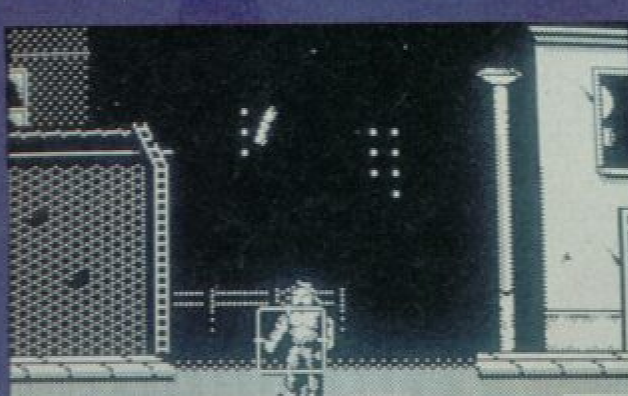
Get rid of the tank and it's time to enter the OCP offices. Blocking the entrance is the ED209, he's a real toughie but if you've got this far then you should be able to see him off. Once in the building, there's oodles of lifts to travel about in and loads of realistic radiators to slip past. At the top of the tower you'll find a couple of Otomos. Ten hours later, if you're lucky, you'll have worn them down and won. Hurrah!

Robocop 3 is a difficult game and not one that you'll finish in a couple of sittings. The reason the ninja chaps are so blimmin' hard to beat, is cos they're actually robotic ninjas. Pshaw! Mind you, Robocop's not exactly human so it's not that unfair.

Robocop 3 plays well and, despite the lack of colour, it looks good. too. The streets of Detroit seem suitably delapidated and there's tonnes of Rehabs and Splatterpunks to shoot your way through. With piles of platforms and windows full of nasties, the whole thing looks like a mappers dream. No doubt there'll be a whole bundle of maps and tips popping through the Shed's letterbox when this one hits the shelves. If you enjoyed the other two, I can't see any reason why you shouldn't go and buy this and have a jolly good time with it too. ✪

THE FILLUM

Robocop 3, the movie, was meant to be out pretty soon but there have been loads of delays and it won't be hitting the silver screen 'til September. Somebody who's in the know told us that it wasn't a bit on the duff side. But we won't let that prejudice us.



Guilders was trapped: the police had cordoned off the area. Then he had a brilliant idea, and a few minutes later escaped disguised as a glazier.

FINAL VERDICT

LIFE EXPECTANCY 86°	ADDICTIVENESS 85°
GRAPHICS 84°	INSTANT APPEAL 87°

DIAGNOSIS

Monochrome, jump-about-a-lot and kill people thang that's plenty of fun.

86°

JOYSTICK JUGGLERS

Madness, madness everywhere, especially in the Shed. Linda's got a blue piano and Andy's hurt his head.



Andy Hutchinson Have you ever celebrated April Fools Day, Hutch? "Yeah, I used to make sure I had a smart trick up my sleeve every year but one year it all worked too well and I've steered clear of April Fools since then." Why, what happened? "Well, basically, I told all my mates I was having a leaving party cos I'd just got a top job in Hollywood. Of course I hadn't really and I wasn't having a party at all, I thought I'd nip down the pub for a quick Coke. I got there and all my mates were there having a good night out and laughing about how I was probably sitting at home, wondering where they all were."



Linda Barker Are you fond of April Fools Day, Linda? "No, I always get caught out. It's never crossed my mind to play one on somebody else and I always forget the date anyway. My brother once told me that the school had been burgled and all the desks had been nicked. I only believed him cos he'd got up earlier than me and pretended that he'd already been to school and back. I just stayed in bed all day. The annoying thing was that none of the teachers believed me."



Jon Pillar You're a bit cunning, Jon. Do your April Fools ever work? "Yep, they always work spectacularly well. I once managed to persuade an entire infant's school to run riot. I had the permission of the headmaster, of course. I phoned the head a couple of weeks before and told him I was doing a programme on the role of spontaneous action in education for Channel Four. I turned up at the school on April the 1st and asked the head to let the kids behave spontaneously. I filmed them for about five minutes but when they started smashing the windows I made a sharp exit."



Rich Pelley We know all about Rich's romantic exploits and, after Valentines Day, April Fools day is his most successful day of the year. Tell us about it, Rich... "When I was twelve I told a girl that I was Ricardo Armani and that my father was a really famous Italian designer. I told her that if she went to the pictures with me I'd send her some of my dad's stuff when I got back to Italy. Three days later I saw her in Our Price in Bristol and she trod on my foot. Still, it's a good April Fool – it works every time. Actually, I really think everybody should try it at least once. You can have great fun working out who you're going to be. And, of course, girls can do it too!"



Craig Broadbent A new face in jugglers, Craig has taken over Program Pitstop and turned his hand to reviews too. His finest April Fool was the time he told his mum that he was going to be on Blue Peter. Tell us about it, Craig. "Well, I was only small at the time and Blue Peter was me and my mum's fave programme. I figured that if I told her I was going to be on the telly she'd buy me a pair of new jeans that I'd seen in British Home Stores. So I told her that I'd saved ten thousand bottle tops and was going to be on the show. She was just about to pay for the jeans when I yelled 'April Fool' and she put them back. I wish I hadn't told her, they were really ace jeans."

HIGH SCORES

90° – 100°	The ultimate eccentric. You'll never see its like again. Imagine a cross btween Magnus Pyke and Mr Bean, and you're halfway there.
80° – 89°	Completely crazy with a side order of bonkers. Fun to be with as long as you don't mind porridge in your socks.
70° – 79°	Puts a boot on its head and stands in a puddle at teatime.
60° – 69°	Reassuringly kooky. Times a boiling egg with a calendar.
50° – 59°	Slightly eccentric. Times a boiling egg with a stopwatch.
40° – 49°	Getting a bit madder, but still wearing that cardi.
30° – 39°	Still very dull, but an occasional wibble.
20° – 29°	Very quiet and normal, in rather a frightening way.
10° – 19°	The kind of game that wears sensible shoes and a cardigan.
0° – 9°	John Major.

WIN WIN WIN



To celebrate the ever-so-funkadelic skateboard feature in this issue (see page 55), we've got in touch with a leading skateboard company called Leisurescope. Y'see, these chaps produce all manner of completely radical skateboards and skatewear. In fact, so chuffed are they with their kit that they've given us some to give away.

We've got ten T-shirts and ten hats up for grabs. These are extremely exclusive bits of gear and have only just become available in this country. No self-respecting street smart kid can afford to be without these classy items. In fact Hutch is so annoyed that he can't enter the compo himself that he's been sulking in the corner for the past week.

Anyway, cast your eyes over the piccy on this page. The chap doing that rather incredible stunt is Mark Webster, the British Freestyle champion. He's performing a manouevre called a Chicken Salad, so called because if you fail that's what you'll end up looking like. If you'd like to look like Mark then read on.

To win one of these exclusive hats or T-shirts, just answer the following question...

- **The Deathbox is a popular make of American skateboard. It gets its name from a manoeuvre performed in a certain kind of man-made, erm, construction!**

What we want is the name of the construction. If you know the answer then bung it on the back of a postcard and send it off to the *"I've never been snowboard in my life"* compo, Your Sinclair, 29 Monmouth Street, Bath, Avon BA1 2DL. Make sure you get 'em in by the 15th of May. Oh yes, and anyone from either Future Publishing or Leisurescope can't enter. So there, Hutch!



Get one of these stuck on your bonce and you'll be the coolest kid in the neighbourhood!



Mmm, these T-shirts look a bit on the spiffy side. No wonder Hutch is in such a sulk!

Bonanza Bros

The Bros are nearly ready to meet the public. Jon Pillar went to shake hands.

As we've told you time and again, crime does not pay. Take, for example, stealing a choco bar from the local corner shop. First of all you walk in attempting to act natural, but really looking like you've got damp trousers. Then you closely examine everything in the shop, peeking at the shopkeeper out of the corner of your eye and waiting for him to serve the old biddy with the loaf of bread and the broken hearing aid. When he does, you pick up the choco bar and stuff it under your coat, look at your watch with elaborate casualness and run out of the shop pretending you've missed your bus. Then you spend the rest of your life on the run, consumed by guilt, finally dying alone and unloved in a cold Shoscombe flat. Nope Spec-chums, crime does not pay.

Unless you're the Bonanza Bros, that is. These two rogues have made a fair living out of crime with hardly any ill-effects, apart from several long prison sentences and a tendency to be mistaken for washing-up liquid bottles. Now, at last, they've decided to retire from the world of stripey jumpers and swag bags in order to grow vegetable marrows and quietly reflect on the philosophies of life. A noble pursuit, but one that fails miserably as marrows are out of season and they can't be bothered to do any thinking. So they sit around and watch television instead. All of a sudden, and just as *Thunderbirds* is getting to the exciting bit, the screen clears to reveal a mysterious figure. Introducing himself as Mr Mysterious Figure he makes the Bonanzas an offer they can't refuse. To test his brand new security system he wants them to break into his various properties, dodge all his guards and filch all his valuables. They're a bit strange, these Mysterious Figures. Needless to say, the brothers accept. Which is where you come in.

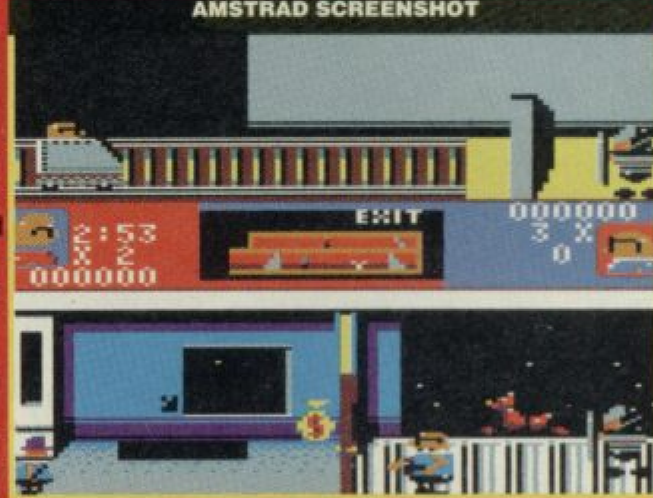

AMSTRAD SCREENSHOT

The bottles were stacked up neatly and they were all labelled in Great Aunt Primrose's neat handwriting. Pickled peaches for me!

FINAL APPROACH

Burgle burgle

Bonanza Bros is a split-screen horizontal-scroller sort of thing for one or two players. It started life as a Sega coin-op, attracting lots of attention because of its ray-traced graphics and non-violent action, but mostly because it's very silly indeed. The idea is to break into ten buildings, one for each level, outwit the security guards, avoid the booby traps and steal a number of objects. Then you can make your way to the top of the building, hop into your hot-air balloon and float off to the next one.


AMSTRAD SCREENSHOT

The brothers Robo approached the stairs with trepidation. Who knew what security devices lurked in every crook and nanny? Who indeed?

You've been armed with snazzy paint guns to help you get past the guards – a well-aimed pellet stuns them for a few moments, allowing you to make your getaway. The real probs though, are the booby traps. There's a different set in each building, and they range from doors that you can open in people's faces to rakes that lie on the ground and flip up when you step on them. You'll also come across guard dogs that chase you around, trapdoors that drop you back to the first floor of the building, and inconveniently-placed banana skins. Bizarre, or what?

It's all a bit like that golden oldie *Spy vs Spy*, with the split-screens scrolling independently. The players don't have to stick together, but can wander off and do their own thang. The emphasis is on player co-operation, as you often need your partner to draw the guards' fire while you nip in and grab the goodies. The game looks like it could be a smash hit, what with loads of manic action and a wonderfully loopy sense of humour. Keep your eyes peeled – we'll have a review within the next couple of months.

the robber band

Tiertex are the chaps behind the game. We managed to get hold of Bob Armour, the project manager...

First of all, the question on everyone's lips – which one of the Bonanzas is Mobo, and which one is Robo?

Oh blimey. Erm.... Oh yes. Robo is the red one, and Mobo is the miniature one. At least, that's the way I remember it.

Right. Who actually programmed the Speccy version of *Bonanza Bros*?

Two fellows by the names of Ian Porter and Andrew Holroyd.

Are there any bits of the game that you're particularly proud of?

Yes indeedy. On the Robot Factory level, you pass rows of robots clamped to the wall. But a few of them are missing, and if you're being chased by the guards you can duck into these gaps and pretend you're one of the robots. Ha ha ha ha ha! (Well it kept me amused for hours.) Oh, and one of the levels there are two buildings. When you reach the top of one, you slide down to the other on one of those Krypton Factor *rope slide thingies.*

Ah, so you watch *The Krypton Factor*, do you?

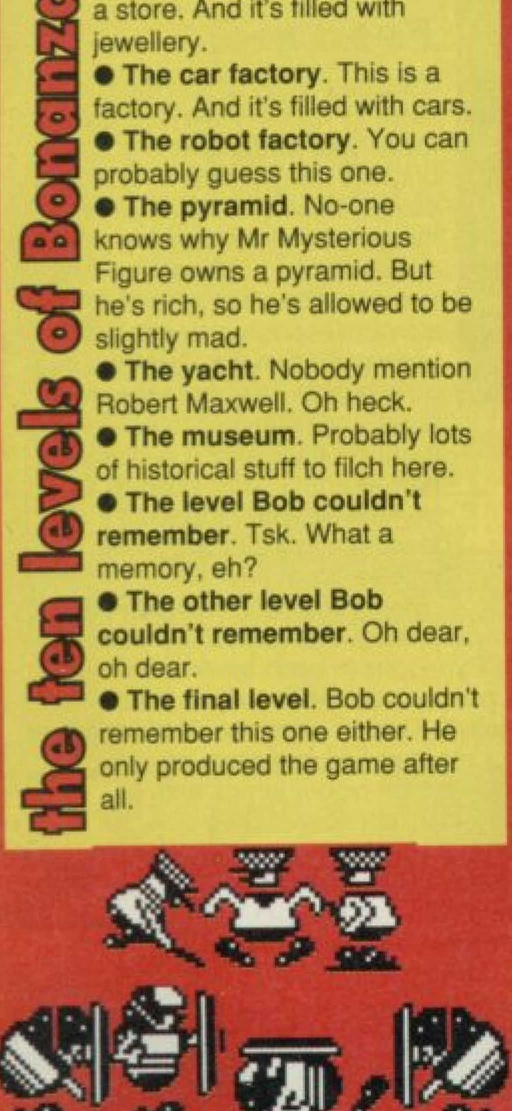
Oh heck. Um... (Sounds of paper scrumpled next to phone.) *Sorry, the line's breaking up. B-bye!*

B-bye.

Bros

the ten levels of Bonanza Bros

- **The mansion**. This is where Mr Mysterious Figure lives. But you never actually see the man himself. Isn't that mysterious?
- **The jewellery store**. This is a store. And it's filled with jewellery.
- **The car factory**. This is a factory. And it's filled with cars.
- **The robot factory**. You can probably guess this one.
- **The pyramid**. No-one knows why Mr Mysterious Figure owns a pyramid. But he's rich, so he's allowed to be slightly mad.
- **The yacht**. Nobody mention Robert Maxwell. Oh heck.
- **The museum**. Probably lots of historical stuff to filch here.
- **The level Bob couldn't remember**. Tsk. What a memory, eh?
- **The other level Bob couldn't remember**. Oh dear, oh dear.
- **The final level**. Bob couldn't remember this one either. He only produced the game after all.



AMSTRAD SCREENSHOT



The cables made an ideal flying fox. They'd get that adventure playground if it killed them. (Which it did by the looks of it!)

FAX BOX

Game	Bonanza Bros
Publisher	US Gold
Programmers	Ian Porter and Andrew Holroyd of Tiertex
Project Manager	Bob Armour
Price	tbc (128K only)
Release Date	March, 1992

STEG

BLIM!

In the late 17th and early 18th centuries, dance tunes that had no special title were called maggots. So you could have a little ditty called Mr Newton's Maggot.

YS MEGAPREVIEW

Those cutsie CodeMasters have been doing things with slugs, Linda Barker went to investigate and got all slimey. Ugh!

From the creators of *Super Seymour* comes a new game and a new hero, it's *Steg*. Steg, the eponymous hero, is a slug. Steg, like most slugs, is also green and slimey. His favourite things are maggots and lovely rotten fruit. Y'know, the kind that looks quite hard and brown but when you poke your finger into it you discover that it's actually really squidgy. It makes a nice noise too, a sort of 'phflurp'. Ugh!

Vom on!

By now most of you will probably be wishing that you hadn't just eaten that sticky mess of mashed potato and mushy peas. But hang on in there cos, despite these rather disgusting credentials, the Codies assure us that Steg is a bit of a cutie. Cute? Okay, so he's green and not a great big, fat black monster of a slimeball. But he's still a ruddy great slug with popping out eyes. Except that he's not a he at all but an it.

Y'see, apparently, slugs are asexual so when they fancy another slug to talk to they just split in half. Well, that's what the CodeMasters say. I've asked loads of people how slugs breed and absolutely nobody knows. It doesn't even mention it in the encyclopedia, and nobody has ever seen a slug attemp self-division.



Anyway, somehow Steg has managed to produce a cradle-full of mini Stegs. In a blatant attempt at wit, these babbies are called the T'yungunz. Geddit?



In the dank and damp depths, Steg wondered if the woman with smelly feet would return. Meanwhile, the babies wept and wept.



The game itself is yer usual arcade puzzler with big, bright cartoony graphics and loads of platforms. The whole thing is set underground in dank, dark caves that no doubt make strange noises like 'gloop' and 'glup'. Steg's job is to slither sround collecting tasty titbits for the T'yungunz cos if they're not kept big and fat, they'll die. Slugs are naturally lubricated which means that Steg can move across ceilings and up walls as well as across the floor. Coo, eh?

Feed me!

Steg gets bugs for the slugs by blowing 'orribly slimey bubbles, these float upwards and push the bug into the T'yungunz nest. The cavern is full of annoying little things that ruin everything – there's spikes to pop bubbles, and bellows to blow them off course. If you're cunning enough, you can set the bellows so that they blow the bug-on-a-bubble straight to the wee ones! Steg can also use trampolines to knock bubbles up narrow shafts. Just position the trampoline under the shaft's opening and make Steg jump into bubbles. Coo, eh?

Steg's obviously been a very busy little slug, cos there's a bundle of T'yungunz in each cavern! Still, you can pick up power-ups to help the old slimeball. There's a Nitrous Oxide Injection kit for more speed and strap-on bionic legs for bigger jumps and even a jet-pack so that Steg can get a bit of flying in. *Steg* should be out in a month or so and we'll have a spanky full review next month. ✪





Steg slithered over the warm pipe and grinned as the heat seeped through to its lower groin area. Slug's are funny like that.



Never has a parent shown such disregard for its offspring. Here Steg demonstrates the keep-them-quiet-by-bouncing-on-them trick.

HOW TO KILL A SLUG

Slugs are very easy to kill, all you need is half a grapefruit, a few dead matches and some salt. Scoop the fruit out of the grapefruit and eat it. Now place the shell on the garden path and rise one side off the ground by sticking a match or two underneath it. When you come down next morning there should be loads of slugs having a party under the shell. Pour loads of salt over them and they'll shrivel up. It's a pretty gruesome sight, so make sure a parent's on hand to deal with any post-slug traumas.

FAX BOX

Game	Steg
Publisher	CodeMasters
Programmers	Concept by Big Red
Code by	Terry Mancey
Graphics by	Brian Hartley
Release Date	Late March 1992
Price	£3.99 cassette only

WIN WITH POOLSMASTER

£24.95



The Football Pools Predictor

- 'A LICENCE TO PRINT MONEY' - Mr F C Hammond of Essex.
- 'WE HAVE WON MANY THOUSANDS' - Mr P E Roberts of Dorset.
- Just a couple of the many unsolicited testimonials about this truly amazing Football Pools Predictor Program which has consistently astounded us with its accuracy. Check out its features:-
- Predicts Homes, Aways and draws.
- No fiddly typing in of team names: Unique indexing system for quick entry of fixtures and results - just type in the results each week from your usual newspaper and the program updates itself.
- Uses scientific formula which is the result of many years of study of the football pools to give a strike rate which is consistently higher than the laws of average.
- Also has a SEQUENCE PREDICTOR option in addition to form Predictions which analyses coupon number sequences. This option has astounded us in the past and continues to do so.
- Can be used for league and cup matches.Updates season after season. No need to buy a new copy every season.
- Send for POOLSMASTER today and increase your chances of that JACKPOT. Comes complete with manual and informative Pools Guide.

And here's the proof....

Since purchasing POOLSMASTER late last year Mr P E Roberts of Dorset has had no less than THIRTEEN separate wins totalling an incredible £43,895 (Photocopies of winning slips available on request).

Yes nearly FORTY FOUR THOUSAND POUNDS!!!

POOLSMASTER has provided literally HUNDREDS of smaller dividends WEEK AFTER WEEK. Every week brings us news of yet another winner.

Join these winners send for POOLSMASTER TODAY!

Disks and Tapes £24.95 Inc. P&P and V.A.T. (State whether British or Australian)

TRACKMASTER

The Greyhound Racing Tipster

We have often been asked if we could provide a GREYHOUND racing tipster program as a companion program to COURSEMASTER - well now we can



- TRACKMASTER works with 6 or 8 dog races and requires information from normal racecard as published in SPORTING PRESS.
- TRACKMASTER accurately predicts the likely first, second and third in any race.
- Will calculate your WINNINGS on SINGLES, DOUBLES, TREBLES, PATENT, YANKEE, CANADIAN, HEINZ.
- Maintains a BANK ACCOUNT of your BETTING.
- UNIQUE COMPUTER DRIVEN STAKING PLAN - JUST FOLLOW IT FOR GUARANTEED SUCCESS!

The IDEAL COMPANION PROGRAM to COURSEMASTER
Available for all IBM/AMSTRAD PC's and compatibles, Amiga, Atari, PCW's, Commodore 64/128, all CPC's, all Spectrums (48k and over)
PRICE - DISKS & TAPES £19.95

COURSEMASTER

★ SPECIAL ★ OFFER
Buy both programs for **£44.95**

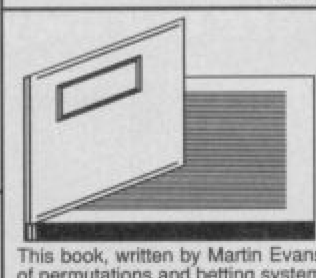
£24.95

The Horse-Racing Tipster

- BEAT THE BOOKIE FOR A CHANGE!!!
- RATES ANY RACE IN MINUTES - ANY DAILY NEWSPAPER IS ALL YOU NEED.
- Works on the simple principle that FAST HORSES BEAT SLOW ONES!
- Gives clear forecast of best selection PLUS second and third for Tricasts etc. and even recommends type of bet.
- Works out your WINNINGS on most popular types of bet ie. SINGLES, DOUBLES, PATENT, YANKEE, CANADIAN ETC.
- MAINTAINS A BANK ACCOUNT - Bet like a PROFESSIONAL!
- PLUS the amazing COURSEMASTER SYSTEM BET. This superb easy to use betting system regularly provides our customers with MAJOR WINS for small stakes - try it and amaze yourself. Will even PRINT OUT YOUR BETTING SLIP for you if you have a printer!
- COMPLETE WITH 20 PAGE BETTING GUIDE AND MANUAL.

Disks and Tapes £24.95 Inc. P&P and V.A.T.

Both COURSEMASTER & POOLSMASTER available on TAPE or DISK for ALL IBM/PC's and compatibles, all AMSTRAD PC's, all PCW's, all Spectrums, Commodore 64 &128, Atari, Amiga and all AMSTRAD CPC's.



GUIDE TO POOLS AND PERMS

The Definitive Guide To Pools Permutations And Betting Systems

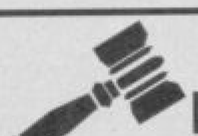
This book, written by Martin Evans and Ken Chadwick, explores in depth into the mysteries of permutations and betting systems.
It explains in full what the checking charts mean, how to use them and even how to create your own perms.
The fascinating text details how to plan a campaign of entries aimed at that elusive POOLS win and how to assess the probability of a win. The book gives tips on selecting best matches and how to use perms for maximum effect on POOLS, HORSES or DOGS.
Fully illustrated with in depth description - even if you have never filled in a pools coupon in your life you will become an expert after reading this book.
Fixed odds perms together with a selection of top newspaper perms and our own in-house perms are included.
If you enjoy the Football Pools or a weekly flutter on the horses or dogs then this book is for you.

Price £14.95

COMPLETE COMPENDIUM:
Poolsmaster, Coursemaster, Trackmaster and guide to pools & perms - £74.95

HOW TO ORDER: CHEQUES P.O'S TO: INTRASET LTD (Dept Y.S.) FREEPOST, No 10 WOODSIDE AVENUE, CLAYTON-LE-WOODS, CHORLEY, LANCASHIRE PR6 7BR. OR PHONE/FAX FOR LIGHTNING FAST SERVICE ON
02572 76800 (Office Hrs & 24 Hr Order Line), 0490 3284 (Helpdesk 3-4PM Weekdays) Fax 02572 74753

VISA



Price Buster

READ THIS!

Fast 7 day delivery

★ ★

AMAZING OFFER

SELECT ANY TWO GAMES FROM THE LISTS BELOW AT DISCOUNT PRICE

i.e. £2.99	+ £2.99	not	£5.98	but	£5.60
£2.99	+ £3.99	not	£6.98	but	£6.50
£3.99	+ £3.99	not	£7.98	but	£7.40

★ ★

SPECTRUM SELLERS

SP. FULL PRICE	Cass.	Disk
Captain Planet	£7.50	£11.50
3D Construction Kit	£16.99	£16.99
Cisco Heat	£7.99	N/A
Double Dragon 3	£8.99	£11.99
Fist of Fury	£7.50	N/A
Football Director 2	£7.50	N/A
Fun School II Range	£7.50	£9.99
Fun School III Range	£9.99	£12.99
Fun School IV Range	£9.99	£12.99
Golden Axe	£7.50	£10.99
Hero Quest	£7.99	N/A
Hudson Hawk	£8.50	N/A
Kick Off 2	£7.50	N/A
Lemmings	£9.50	N/A
Manchester United In Europe	£8.99	N/A
Mindstretchers (Monopoly, Scrabble, Cluedo)	£13.99	£13.99
Neighbours	New £7.50	£10.99
Outrun Europa	New £8.99	N/A
Paperboy 2	£8.50	N/A
Pitfighter	£7.50	£10.50
Potsworth & Co	New £5.99	N/A
Robin Smith International Cricket	£7.50	N/A
Robozone	£7.99	N/A
Rodland	£8.99	N/A
Shadow Dancer	£7.99	N/A
Shoe People	£7.99	N/A
Skull & Crossbones	£7.50	£9.50
Smash TV	£7.99	N/A
Super Space Invaders	New £7.50	N/A
TERMINATOR 2	£7.99	£10.50
THE SIMPSONS	£7.99	N/A
The Jetsons	New £5.99	N/A
Turtles Coin-Op	£8.50	N/A
Viz	£7.50	N/A
World Class Rugby	£7.99	N/A
WWF WRESTLEMANIA	£8.99	N/A

BUDGET

Title	Price
3D Pool	New £3.99
3D Stock Cars 2	New £3.99
Action Double	New £3.99
Altered Beast	New £3.99
APB	£3.99
Atlantis 4 Pack	New £3.99
Barbarian 2	£3.99
Batman The Movie	New £3.99
Biff	New £3.99
Blazing Thunder	£2.99
Bubble Bobble	£3.99
Bubble Dizzy	New £3.99
C.J.'s Elephant Antics	£3.99
C.J. In The USA	New £3.99
Cabal	New £3.99
California Games	£3.99
Championship Golf	£3.99
Chase HQ	New £3.99
Chevy Chase	New £3.99
Classic Punter	£2.99
Classic Trainer 2	£3.99
Cricket Master	£2.99
Defenders of the Earth	£3.99
Devastating Blow	New £3.99
Dizzy Parlic	£3.99
Double Dragon	£2.99
Double Dragon II	£3.99
Dragon Spirit	New £3.99
Fantasy World Dizzy	£3.99
Fast Food	£3.99
Fighter Pilot	£2.99
First Division Manager	New £3.99
First Past The Post	£3.99
Footballer of the Year	£3.99
Footballer of the Year 2	New £3.99
Fruit Machine 2	£3.99
Gemini Wing	£2.99
Ghostbusters II	£3.99
Ghouls 'n' Ghosts	New £3.99
Grand Prix Challenge	New £3.99
Hard Drivin'	New £3.99
Heroes Of The Lance	New £3.99
Hobgoblin	£2.99
Hong Kong Phooey	£2.99
Impossamole	New £3.99
Indiana Jones + The Last Crusade	New £3.99
International Football	£3.99
Jimmy's Soccer Manager	New £3.99
Last Ninja 2	New £3.99
Magicland Dizzy	£3.99
Mega Hot - 9 titles	£4.50
Miami Chase	New £3.99
Moon Walker	New £3.99
Mountain Bike 500	New £3.99
Multimix 1	£4.99
Multimix 2	£4.99
Multimix 3	£4.99
Multimix 4	New £4.99
New Zealand Story	New £3.99
Night Gunner	£2.99
Operation Thunderbolt	New £3.99
Outrun	£3.99
Paperboy	£2.99
Paris to Dakar	New £3.99
Power Drift	New £3.99
Pub Trivia	£3.99
Quattro Coin-Ops	£3.99
Quattro Adventure	£3.99
Quattro Arcade	£3.99
Quattro Cartoon	£3.99
Quattro Combat	£3.99
Quattro Firepower	£3.99
Quattro Fantastic	New £3.99
Quattro Fighters	New £3.99
Quattro Power	£3.99
Quattro Racer	£3.99
Quattro Sports	£3.99
Quattro Super Hits	£3.99
Quattro Skills	New £3.99
Question of Sport	£2.99
Rainbow Islands	New £3.99
Rambo III	£3.99
Red Heat	£3.99
Renegade III	£3.99
Rick Dangerous	New £3.99
Robocop	New £3.99
Scooby & Scrappy Doo	£3.99
Shadow of the Beast	New £3.99
Silkworm	£2.99
Ski High Stuntman	New £3.99
Slightly Magic	£3.99
Snooker Management	£3.99
Soccer Director	£2.99
Soccer Double 2	New £3.99
Spike in Transylvania	£3.99
Spitting Image	£3.99
Spooky Castle	£2.99
Strip Poker 2	£2.99
Stunt Car Racer	New £3.99
Super Semour	New £3.99
Switchblade	New £3.99
The Games, Summer Edition	£3.99
The Games, Winter Edition	£3.99
Tin Tin On The Moon	New £3.99
Tomahawk	£2.99
Toobin'	New £3.99
Top Cat Beverly Hills Cats	£3.99
Top Gun	£3.99
Tracksuit Manager	£2.99
Treasure Island Dizzy	£3.99
Turrican	New £3.99
Untouchables	New £3.99
Vindicators	New £3.99
Wembley Greyhounds	£3.99
Wile E Coyote	New £3.99
World Games	£3.99
Xenon	£2.99
X-Out	New £3.99
Xybots	New £3.99
Yogi & the Greed Monster	£2.99

FAVOURITE BOARD GAMES
Cluedo...cass £7.99
Monopoly...cass £7.99
Scrabble...cass £7.99
Trivial Pursuit...cass £12.50

DIZZY'S EXCELLENT ADVENTURES
Dizzy Panic, Kwik Snax, Spellbound Dizzy, Dizzy Prince of Yolk folk.
Cass. £7.50

COMPILATIONS

DIZZY CARTOONS
Dizzy, Spike In Transylvania, Slightly Magic, C.J.'s Elephant Antics, Seymour Goes To Hollywood.
Cass. £7.50

POWER UP
Altered Beast, Turrican, Chase H.Q., X-Out, Rainbow Islands.
Cass. £11.99

DIZZY COLLECTION
Dizzy, Fast Food, Fantasy World Dizzy, Treasure Island Dizzy & Magicland Dizzy.
Cass. £7.50

HANNA BARBERA CARTOONS
Yogi's Great Escape, Hong Kong Phooey, Top Cat, Ruff + Ready.
Cass. £7.50

CHART ATTACK
Lotus Esprit Turbo Challenge, Impossomole, Cloud Kingdoms, Ghosts & Ghouls, Supercars
Cass. £10.50 Disk £13.99

TNT II
Hard Drivin', Toobin', APB, Dragon Spirit, Xybots
Cass. £8.99

TOO HOT TO HANDLE
Golden Axe, Super Off Road Racer, Total Recall, Shadow Warrior
Cass. £12.99

SOCCER 6
Treble Champions, European Champions, World Soccer League, Euro Boss, World Champions, Trevor Brooking's World Cup Glory
Cass. £7.50

MOVIE PREMIERE
Teenage Mutant Hero Turtles, Back to the Future II, Gremlins 2, Days of Thunder
Cass. £10.50

NINJA COLLECTION
Shadow Warrior, Double Dragon, Dragon Ninja
Cass. £7.50

CALL US ON 24 HOUR CREDIT CARD HOTLINE
021 440 4108
VISA
Please state name, card number, expiry date & goods required

Expiry Date ____________
Number ____________
Signature ____________
Date ____________

ORDER FORM AND INFORMATION. All orders sent FIRST CLASS subject to availability. Just fill in the coupon and send it to: PRICEBUSTER Unit 23, 14/20 George Street, Birmingham B12 9RG

BLOCK CAPITALS

Name: ....

Address: ....

....

....

Postcode: .... **Tel. No:** ....

Name of game	Computer	Value
	Postage	
	Total	

POSTAGE RATES: Please add 50p p&p on all orders. EEC countries add £1.00 per item. Non EEC countries add £2.50 per item. Cheques payable to: Price Buster

WHERE ARE THEY NOW?

Welcome to the first in an occasional series of features in which we ask: where are they now? Your hosts - Hutch and Jon

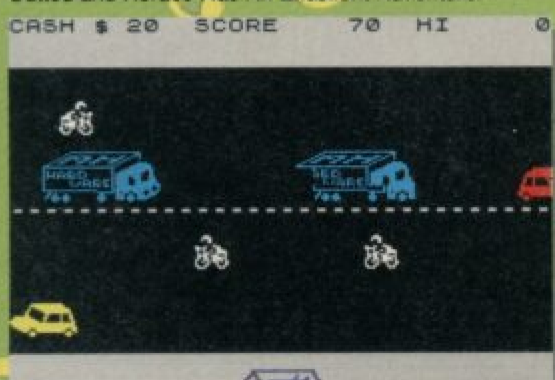
Horace

After his amazing debut in *Hungry Horace*, the sheer unadulterated glory of *Horace Goes Skiing* and the glorious technical qualities of *Horace And The Spiders*, it all went wrong for our hero. You see, unable to cope with the sudden fame thrust upon him by the media he turned to a phoney religious organisation.

These horrendous people brainwashed Horace and bled every penny from his seven figure bank account, then when he was no further use to them, stuck him in the back of a mini-bus and dropped him in the Kings Cross area of London.



Nearly a decade on and Horace has rebuilt his shattered life. He's found a wife: Hanna and they've bought a modest semi-detached in Henley. In fact, Horace feels he's nearly ready to face the world again and is currently investigating a number of comeback vehicles including: *Horace Goes To A Rave*, *Horace Gets Outted* and *Horace Has An Excellent Adventure*.



Meanwhile Horace wondered why on Earth the ski-hut had been sited on the hard shoulder of the M25 near junction 16.

Thing



The star of *Thing on a Spring* and *Thing Bounces Back*, enjoyed a comfortable though certainly not meteoric rise to fame in 1986. However, rather than stick with the Spectrum world, thing crossed over in 1989 to the (by-then) mainstream 16 bit market and had a small success in *Thing On A Spring*.

These days Thing is bitter about his days in the computer industry. In fact when YS got in touch with him he revealed that he was in fact in the process of writing a massive expose of the whole business. He promises that it's going to include all sorts of salacious details about casting couches, payola, slinky parts and bribes to politicians. Asked if he'd be naming names, Thing revealed that such notable present day celebrities as Dizzy and Steg had better watch out. You read it here first folks.

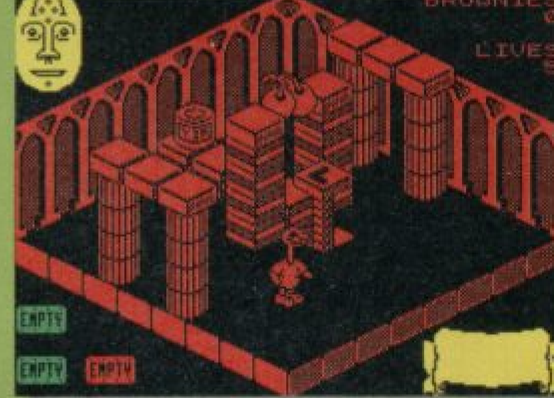


"Oh no," shrieked Thing dejectedly. "My Emporio Armani one-piece completely fails to cover my spring *and* I look just like Zebedee!"

Sweevo



The self-styled Self-Willed Extreme Environment Vocational Organism of Speccy games, Sweevo first came to prominence in the year 1985. Introduced to a legion of fans in the game *Sweevo's World*, he quickly established himself as a complete buffoon with an especially bad grasp of motor co-ordination. Somehow bumbling his way through that adventure, and through the equally bonkers sequel *Hydrofool*, Sweevo fell foul of fickle public taste. Going into steep decline, he fell from superstardom to performing cartoon voice-overs and from there to street theatre. Records of him are lost after he became a session singer for Stock, Aitken and Waterman. He surfaced again in 1991, when he made a concerted attempt to engrave himself on the minds of his fans. For this insidious crime he was sentenced to thirty years, but fled the country before he could be arrested. His current whereabouts are unknown.

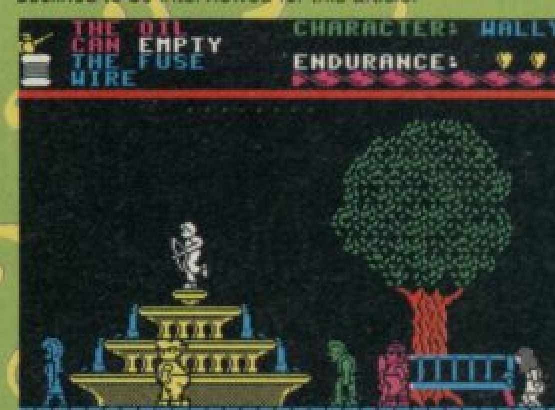


As supermarket rivalry got greater and greater, Mr Timkin's corner shop went for a corinthian look to attract customers.

Wally Week

In a career spanning almost six years, international jet-setter Wally Week and his faithful followers (Wilma, Herbert, Tom, Dick and Harry) appeared both separately and as a team in five incredibly successful games. Pioneering the plodabout collect-'em-up puzzle game, Wally can be regarded as a true megastar of the Speccy scene. But whatever happened to him? In 1989 there was a police investigation into allegations that the Wally Gang were in fact a quasi-religious order along the lines of the Moonies. It was discovered that if you played the flip-side to their most lucrative game backwards, the lyrics to Mike Berry's hit single "Everyone's A Wally" actually spelt out a subliminal message, exhorting listeners to "go out and find the nearest park attendant, tie him to a chair and flick water at him from a small porcelain bowl." Months of scrupulous police work revealed the message had in fact been planted by a cell of fanatical landscape gardeners, and the Wally Gang was cleared of all charges. They consequently retired into obscurity. As a footnote, we managed to track "Father" Wally himself to an unpleasant holiday bungalow in Deptford, but he declined to be interviewed for this article.





Nigel spent his evenings happily standing on top of the municipal fountain pretending he was cupid. Gregory was *not* amused.

Miner Willy

Miner Willy. Star of *Manic Miner* and *Jet Set Willy*, virtual creator of the platform genre and the biggest influence on the Speccy world since Sir Clive himself. Where is he now? Over on page 27 actually. Have a look for yourself if you don't believe us.

Pi-man

The Pi-man was another massive media celebrity in the early eighties. However, this unassuming riddler decided early on that he didn't want to be in computers and invested all his money in an Alpaca farm in Wales. This became an instant success and he's now made his fortune three times over. He has a wife (Pi-woman) and two offspring, Pi-sprogA and Pi-sprogB. Pi-man is seven.

Next month we ask: what happened to Matt Bielby, Huxley Pig and the end of this sente...

Space Gun

Ocean/£10.99 cass 128K only



☎ 061 832 6633

It is the year 2039 and Dr Thad Oblong's Anywhere Engine has squashed the universe to the size of a laugh and the width of a blink. Long since freed from the drudgery of everyday toil, humanity is enjoying the leisure aspects of Anywhere travel; lunch breaks in different galaxies, cheap interstellar holidays and queue jumping in pan-dimensional restaurants. Stress has passed into medical history and everything in the garden is rosy.

However, the invention of the Anywhere Engine has brought its own problems. Humanity is not alone in the universe and regrettably the many and varied citizens of creation have not taken kindly to having their resorts overcrowded and their restaurant tables double-booked. Following the terrible Service Charge Wars of 2026, the races of the universe have lived in uneasy peace, although there are still remote worlds where wise men dare not walk alone. Dramatically, yet somehow predictably, it is on of these worlds that the tourist cruiser *SS Tourist Cruiser* has crashed. Her injured captain tried gallantly to lead the passengers to safety but was unable to prevent a number of them from wandering off to photograph the local flesh-tearing monstrosities. Dutifully, but with marked reluctance, the good captain has been obliged to call in professional help – namely the hardest member of Space HQ's Berserker Division.

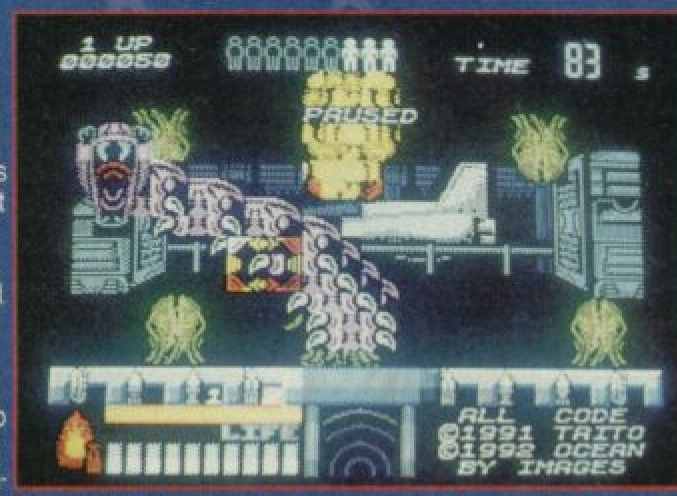
This is where you come in. In *Space Gun*, you *are* Lieutenant-Colonel Susan Paperclip.

Boilk!

So runs the plot to Ocean's brand new arcade conversion. Luckily you can skip the lot without fear of missing anything vital – essentially, *Space Gun* is *Op Wolf 3*. There's one important difference. Pretend you hadn't noticed them before and gawp at those screenshots. Yup, this game has COLOUR. The huge variety of aliens scuttle, flutter and waddle towards you in blazing shades of every colour possible. Coupled with the Speccy-straining speed at which everything moves, the overall result is pretty stunning to say the least. Probably the best comparison would be if you imagined *Smash TV*, but bigger, in 3D and more disturbing. Tickle my chin with an egg whisk and call me Mr Squeamish, but I'm a bit unsettled by a game that has you shooting the various limbs off aliens before blasting their heads apart in gruesome polychromatic explosions. It really is incredibly violent, and more than a bit yukky.

Still, I can't condemn a game just because I'm a scaredy cat. Playing *Space Gun* is a lot of fun – the action is furious and unrelenting and beasties spring out from every angle as you progress through both horizontally- and 3D-scrolling sections. There are power-ups for additional energy and nastier weapons, and occasionally you'll find a lost tourist who needs a bit of covering fire as he stumbles aimlessly across the screen. On the presentation side, there are loads of neat touches such as the motion scanner, the little "Ouch!" balloons which appear when you're hit, and the way you can (ugh) shoot off the claws of the bigger aliens to stop them attacking you. In short, it's a slick piece of programming, chock-full of action, with tough and exciting gameplay.

Despite this, there's a major problem. To go back to the comparisons with *Smash TV*, no matter how frenetic that game became, you could always follow what was going on. Here, once more than two aliens are on screen, it's practically impossible to keep track of your blue gunsight. Instead of which-beastie-should-I-hit-first strategies, you're reduced to blasting away at random in the hope of hitting something. It's a massive flaw, and one which affects the final rating enormously. Which is a shame, because *Space Gun* is a real attack on the senses. Basically, it looks fabulous, it sounds fabulous and it's jolly good fun in the short term. Unfortunately, any lasting appeal has been effectively ruined by the fact that you can't work out what the heck's going on. ✪



Alicia struggled bravely to subdue the monster. It was rather inconvenient, she mused, but collecting worms was an essential part of the exciting sport of fishing.



This screenshot illustrates most amply the main fault of the game. Just what on Earth is going on?

BLIM!

By far the most sensible explanation of mankind's apparent solitude in the universe is provided by Watterson's Theorem. This holds that "probably the surest sign of intelligent life in space is that none of it has tried to contact us."



Barnaby had barely risen from his bed when yet another intergalactic distress signal blared over the loudspeakers. It was going to be one of those days.



Does anybody actually read these captions? No? Well I won't bother with this one then.



It was dark in the station, so Adam switched on the light.

TOP FIVE SCARIEST ALIENS

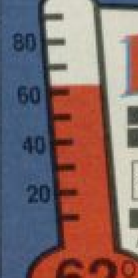
- The alien in *The Thing*.
- The thing in *Alien*.
- The surprised-looking bald guy from that episode of *Star Trek*.
- The aliens in *Aliens*.
- Richard O'Brien.

FINAL VERDICT

LIFE EXPECTANCY 52°	ADDICTIVENESS 79°
GRAPHICS 78°	INSTANT APPEAL 98°

DIAGNOSIS

A gory giant of a game that's sadly impossible to follow.



Indiana Jones and the Fate of Atlantis

Indy has been left to simmer in a large vat for a few months. In a while he'll be crispy on the outside, tender on the inside and altogether a scrummy feast. Linda Barker took a wooden spoon and went to give the whole thing a good stir.



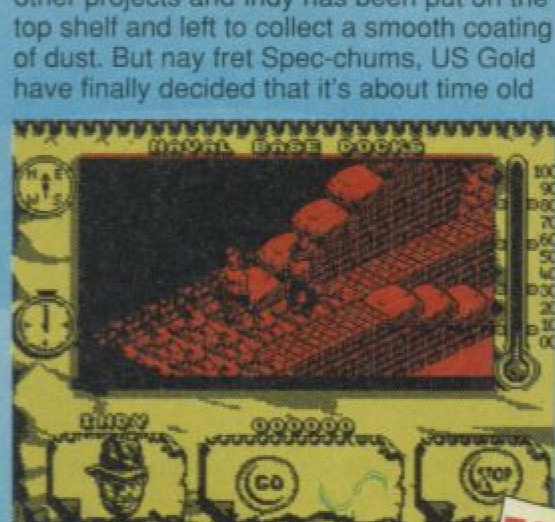
Hmm, the last time we told you about this one it was going to be released in November of last year. Yet, five months after that date, *Indiana Jones And The Fate Of Atlantis* is still nowhere to be seen. What's happened? Well, US Gold have been pretty busy with other projects and Indy has been put on the top shelf and left to collect a smooth coating of dust. But nay fret Spec-chums, US Gold have finally decided that it's about time old



Indy wielded the wishbone with consumate skill. One opponent fell to the floor and the other walked off in disgust.

Indy was dusted down and given a good going over. What this means is that the full game should be ready for review in two issues time. Hurrah!

Unfortunately, *The Fate Of Atlantis* isn't about to be made into a multi-million dollar movie. Y'see, Harrison Ford has decided to hang up his whip and leather hat and concentrate on other projects. Ahh! Still, Indy lives on in US Gold's latest swashbuckling arcade adventure and in the comic books. Whoo!



Giant steps of Portland stone rose up into the sky as far as the eye could see. Basically, the only way was up.

A quick reminder

The basic aim of the game is that Indy's got to stop the nasty Nazis from taking over the previously lost city of Atlantis and nicking all the Orichalcum. Orichalcum is a dead dangerous metal, and if the Nazis get their crooked hands on it they'll be able to hold the whole world to ransom. Boo! To help him foil this devilish plan, Indy's taken on an accomplice called Sophia. Sophia might be a girly but what she doesn't know about Atlantis isn't worth knowing. What's more, she can probably make a scrummier fish pie than Indy, and I bet she'll have no problem sewing on loose buttons.

BLIM!

Possible locations for Atlantis

- Anywhere within the Bermuda triangle.
- Not sunk at all, but hidden amongst the islands of Polynesia.
- Cunningly disguised as the Isle Of Wight.
- Two hundred feet under the Shed.
- DisneyLand



Above his head, Indy could hear the water roaring. Undeterred, he made his way up the ladder to the top bunk.



The game's got shoot-'em-up and puzzley elements and you get to take on the roles of both Sophia and Indy. So you have to use your own judgement to decide which character will do a better job of each section. To stop the Nazis, you have to progress through all the levels picking up certain objects and bits of Orichalcum. You also have to locate rooms, pick up clues, do a bit of decoding and bash up a load of nasties.

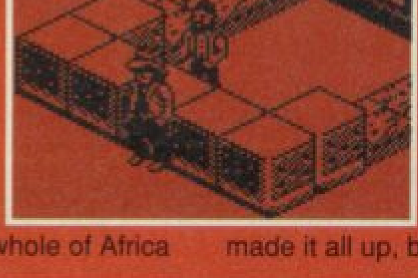
The Fate of Atlantis is going to be so big. There's just so much going on that it's no wonder that the programmers have had to take a bit of a break! We'll absolutely, definitely, honestly have a full review in the June issue. It looks completely stonking now, and we can't wait for the real thing!

FINAL APPROACH



SPOOKY CITY AHOY!

A very old philosopher called Plato once said loads of wise, and largely incomprehensible, things about love, poetry, government and caves. He also told a rather nice story about an island off the coast of Portugal which was full of rad and happening dudes. These guys really knew how to fight and at one point the whole of Africa and Europe was nearly taken over by one tiny island.



Strangely enough, this powerful island and all its inhabitants mysteriously dissappered underneath the sea. Spook, or what? Loads of people claim to know where it is, but nobody believes them. Some say that Plato made it all up, but we know different.

FAX BOX

Game	Indiana Jones And The Fate Of Atlantis
Publisher	US Gold/LucasFilm
Programmers	PMC
Price	tbc
Release Date	June, 1992

Letters



WRITE TO THE ED, *YS*, 30 MONMOUTH STREET, BATH BA1 2BW

Star Letter winners recieve three free games! All letters win a YS badge!

Ahoy Spec-chums! You join us during worrying times. Linda's appearing in schools as a latter-day Mary Queen of Scots, EMF keep getting slagged off for no reason at all and to top it all, Stuart Campbell's causing a few problems. Anyway, groove on team!

LISTEN UP, LEWIS!

Tell my mate Lewis that he should look after his computer games – I mean, he takes them out of an old tape and just chucks 'em on his table. I don't think it's right – particularly when I lend him games!

The Raspberry Blower
Southminster, Essex

Absolutely Lewis, you should be ashamed of yourself. I recommend gluing the tape to the box, that way the two could never become separated. **Ed.**

ODE DEAR

In reply to your questions on trifle leaping, Mum or Dad teacher and liquid soap I can, I'm afraid, only answer one of the three. I have been sitting in a classroom, with my hand up to attract the teacher's attention and for some inexplicable reason, I jumped in feet first with my slippers on into a vat of strawberry based trifle.

A small ode to pet goldfish:
My wet pet,
How small you are,
You cannot even drive a car.
My wet pet,
How stupid you look,
I bet that you can't even cook.
Pretty rad eh?

I believe that your mag is the best read I've had in a longtime. Anyone who says this mag is a crap read is telling lies – you've got to admit it, YS is simply unbelievable and during those summer days (around mid-afternoon), it keeps children happier than very happy things who have just won the pools! Oh well, nearly managed to fit 'em all in sneakily. Since you claim to be the forgotten member of EMF, perhaps you can tell me when they're releasing their next album or single. And by the way – my one-toed sloth (Nathaniel) missed the Chrissie ish.

Reality's never been a friend of mine, my terracotta vase knows no leaping lillies, my scarlet strides are large and whiffy, so taste the goblet that's been washed with Jiffy. Ha! Now you can't print 'em.

Bbrhugbbrotha Bondlechronnndrhg a.k.a. Ben Adam
Fife, Scotland

I was so taken by your wonderful poem that I decided to write one myself to this corking new girl I've just met:
Dear Michelle, you make my heart melt,
You've got nice blonde hair and a chunky brown belt,
Your shoes are just fab and your handbag's neat too,
So make me your boyfriend and I'll eat a horseshoe. For you.

As for the EMF thang, I'll refer you to page 25 in the March issue which mentioned that very subject. Ode on! **Ed.**

AN HISTORICAL DEBT

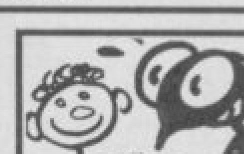
I have a story that might interest Linda. I was in my History room at school and when I turned around for some strange, absurd reason, I saw a picture of Linda. As you can imagine, I was a bit surprised and wondered how it had got there. I personally did some investigating – it turns out that another person at our school is a YS reader who used her photo from Tipshop as a portrait of Mary Queen of Scots on the History Newspaper. His name is Stephen Meecham and I think he lives in Layton, so will you tell Linda that she's famous.

James Bell
Poulton-le-Fylde, Lancs

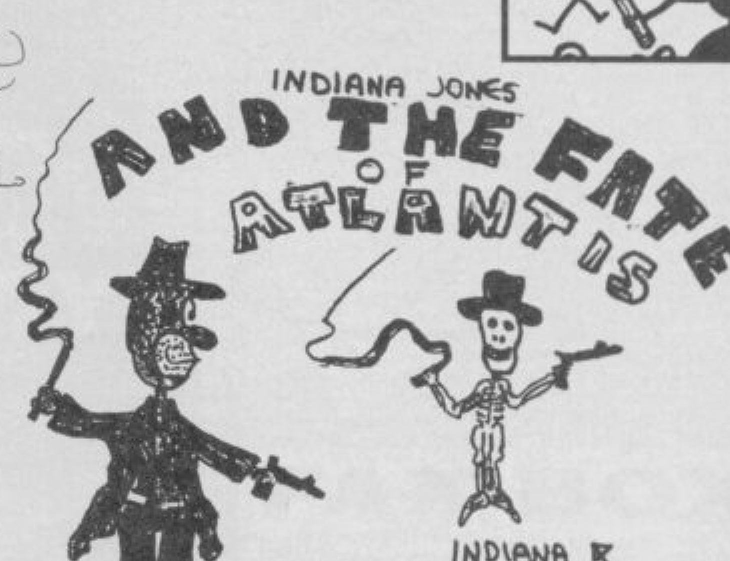
You might well consider seeing Linda in a history lesson as being a tad weird, but I once bumped into Kim Wilde in my old chemistry lab. I was trying to heat a bit of magnesium in a test tube and she walked up and told me that the ambient room temperature was too low, thus decreasing the chances of a burn-out. What's more she was absolutely right, it wasn't until we turned all the radiators on that the magnesium flared as it's supposed to. I say: thanks Kim, you're a happening kid. **Ed.**

DOODLEBUGS

It doesn't actually take much to make me laugh. All you need is a small feather and long arm. You can imagine the joy I felt when I opened these Doodlebugs, it was like the long arm of the law (ie – very long) brandishing enough feathers to cover a turkey. *Lemons* is the work of Mr Andrew Price of Manchester and the *Indy* thang's by Paula Johnson of Crawley in Sussex.







WONDERFUL WORLD OF



SPECCY

NICE ICE BABY

My greetings from Tyumen, Siberia, Russia to you and your team of friends of Spec-chums world-wide. Some days ago I received issue 68 of your journal as a Christmas gift from my chess friend in Britain. I am a 36 year old, an engineer/mechanic (I work for a little firm as a technologist /programmer of numeric control computer), I've been a Spec-chum since March '91. I don't agree with the opinion of the author of the Star Letter in issue 68 – M.P. Minister etc.

I like your mag for the mountain of useful information, interesting ads, original answers on reader's letters, the headings of your team's members, the good system of value (with percentage scale) and many, many others (graphics, kind relation to readers etc.) But, by my opinion the beautiful sense of humour is a marked plus of your mag. Although I had some problems with your conversational English, I must say that I didn't come across anything better amongst computer mags, but I subscribe to other mags – chess, knitting and other journals.

My Spec-chumship began when I built my own Spectrum from kit form with the aid of my colleagues. There are about 12 members of our 'Spec-Stanko Club'. We have about 300 games and many system programs. Because I have enough programs playing on macro assembler (PDP-11) at work, I play with my Speccy mainly and have collected many programs in my first year. My question about the charts – I couldn't find the meaning of "budgets" (my Harrap's dictionary with 125,000 words and meanings didn't help me?)

My congrats to Sal and Andy on the birth of their child. Maybe there is an English Spec-chum out there who'd like to correspond with a Russian one. Excuse me for my English.

Aleck
Tyumen, Russia

Thanks for being such a big fan of YS, Aleck. Don't worry, your English is excellent. Between us, we could only come up with about fifteen Russian words and that includes such obvious ones as Niet and caviar. Sal and Andy thank you for your good wishes and we thank you for enjoying the YS sense of humour. As for a definition of budgies, these are simply games cheap games which were often full-priced a few months before. **Ed.**

IN THE SOUP!

I work in an office which deals with young people's social problems. There used to be a 48K Spectrum in my office but my stupid boss spilt a hot mug of chicken soup all over it. I forked out £20 to have it repaired! I have got loads of copies of YS in my office. Your reviews are real smart, better than SU and Crash both put together. I have played computer games, the best ones are *WWF Wrestlemania, Flying Shark* and *Tetris*.

By the way, my boss has stopped drinking soup in my office. Even he likes YS with its smashing reviews, Megapreviews and the Magnificent 7 tapes. We've had hours of fun playing both *Mined Out* and *Aliens* from the Dec '91 issue. Keep on putting great games on your cover-tapes. YS is the elite, the number one, the best. Let's put it this way – YS is the world's best Spec mag. You've got my vote as No. 1 – keep up the good work.

Kate Gander
Redditch, Worcs

Mon dieu, such praise! We're jolly glad that you got your Speccy fixed, life without it wouldn't be much fun. However, if your boss does start drinking soup in your office again, then cunningly replace your Speccy with a lesser computer such as an Amiga. That way if he spills any, all that'll get ruined is a second-rate piece of kit. **Ed.**

TRAINSPOTTERS



IN A ROUND ABOUT WAY

I wish to claim a Trainspotter for your unfortunate mistake in issue 74, where on page 8 you showed the Queen Mum and quoted "...copy of YS circa 1990". The copy she held was, in fact, issue 69, which came out in September 1991. Fair's, fair now, please send me a trainspotter.

Thomas Allen
Dunstable, Beds

Sorry, but as everyone knows, circa means "around". Therefore it's perfectly reasonable for us to say that September 1991 is around 1990. **Ed.**

A NICE BIT OF WRIGGLING

I demand a Trainspotter 'cos in issue 74 of your brill mag it says on the Contents that "...the *Paperboy 2* review is on page 18..." but it is really on page 19!!! Wriggle yer way out of that wee mistake. Publish this letter or else!

John McGurk
Greenock, Renfrewshire

Idle threats John. It's obvious what happened there, the paperboy in question was given a new round to do which included page 19. Request denied. **Ed.**

MIND THE BEDS!

I claim a Trainspotter! On page 14 of your February issue it said in the review of *Cisco Heat* "...you've got to keep your eyes fixed on one path, ignore it completely and you'll go all over the roadsj..." What on earth is a 'roadsj'?

Andrew Black
Glasgow

As anyone with a working knowledge of Sanskrit would tell you Andrew, a "roadsj" is actually a flower-bed. Therefore it's perfectly feasible for a car to go all over it. **Ed.**

GEDDIT?

I am writing to claim the Trainspotter which you owe me, for I have made a startling observation: take a look at issue 74, bottom of page 49, and you will notice the clues to your (rather nifty) crossword. Examine clue '12 down' and you will notice that the answer is apparently 6 letters long. However, on the actual grid the answer is only 3 letters long... Hah! You can't crawl your way out of this one matey – I've triple checked everything. Trainspotter s'il vous plait. You've also written some rubbish about The Bermuda Triangle being on page 94.

Martin 'Eyes Like a Hawk' Hill
Inverurie, Aberdeenshire

Blame it on the art editor I say. We'll raise our hands to the crossword mistake, but the Bermuda Triangle reference is what we in the biz refer to as a "joke". **Ed.**

MORTIFIED

Exactly what is a 'morturary' (*Jimmy's Super League* review in February issue)? The best I can think of is 'mortuary', but I'm just a stupid poor boy. Trainspotter please.

Graeme Cowie
Aberdeen

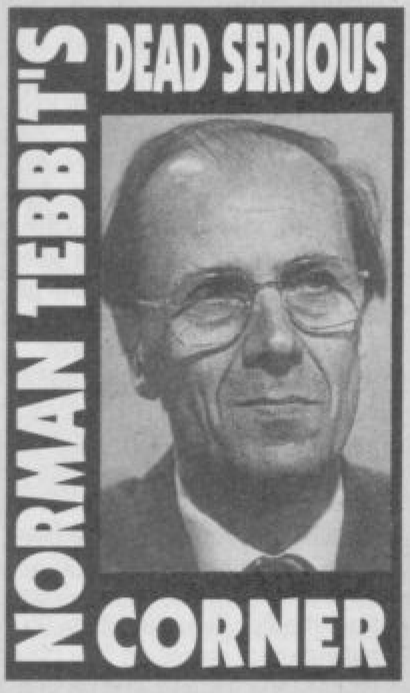
Not a chance matey. If that's the best that you can come up with then perhaps you're spending too much time with your Trump card collection. **Ed.**

A TALE OF WOE

Hello my fave mag
I have a story to tell
I wrote you a letter
To you, Your Sinclair
I waited a while
For your magazine
Then there it was
On a shelf at Fisher Kings
(that was a lie, WH Smith actually!)
I picked up the copy
And flicked through the pages
'Till I got to the wondrous page
Reading each letter
I came across... mine!
I ran out of the shop (paying first!)
Bought a drink, to quench my thirst
A while later, through the post
I received a letter
In an off white envelope
I opened eagerly
And inside I found
A small red metal badge, the YS badge
I couldn't believe my eyes
I treasured that badge
I wore it every day
'Till my Mum washed my coat
I put on my coat, checking for my badge
"Where's my badge, Mum?"
I asked the next day
"Oh that old thing, I threw it away!"
I ran to my room and weeped and weeped
Never again would I have my YS badge

Jessica 'A very sad girl' Davies
Berks

NORMAN TEBBIT'S DEAD SERIOUS CORNER



TOO THIN

This is a bit of a serious letter I'm afraid. First up, the number of pages in the mag – I think it's time you got your finger out and started putting more pages in the mag. Come on, 68 pages for the world's best selling Speccy magazine is a bit pathetic to say the least. I've been reading YS for 2 years now and I've seen the number of pages drop from around 90 per issue to today's thin standards. I'm sure most readers would agree with me when I say that I'd rather have 90 pages per issue than a '12 pack' cover-tape anyday.

Secondly, I don't think it's the mag's fault that no one is buying full price games anymore, although the companies are blaming the mags and cover-tapes for the decline in full price sales. The real criminals are the software companies themselves and their 're-release' policy. The fact is that no one is going to spend eleven quid on a game when they can wait a year and buy the game in a small box for seven quid less. Last year for example I spent £10.99 on a copy of *Switchblade* and now, eleven months later, it's available for £3.99. I don't know why, but I do know that I won't be buying another full price game from Gremlin ever again.

Sorry for sounding so fanatical at the start of the letter. YS will always be the best Speccy mag ever, no matter how many pages it has. It's just that I'd like to see it looking a little fatter.

Malcolm Hope
Ballingry, Fife

Unfortunately, I've got very little control over the number of pages in YS. In fact if anyone does then it's you lot who own Spectrums. You see, for this magazine to run we need to attract advertisers, the more ad pages we have the larger the issue: it's a simple equation. We're smaller because people aren't making games for the Speccy anymore and therefore not advertising. As the larger software houses bow out of the scene, we're left with budget houses who can't or won't advertise with us. That's why we're broadening our horizons and looking at life beyond the Speccy in the worlds of film, TV, radio, health and all that kind of thing.

As for your comments about games. I agree with you whole-heartedly. However, it won't be a problem for you not to purchase any more full price Gremlin games as they've announced that Space Crusade is going to be their last ever Speccy game. **Ed.**

I was touched by this story, it reached out and tapped me on the shoulder. Nope, a very sad story and one which deserves a bit of compassion. **Ed.**

WORRA LOAD OF RUBBISH!

Having read the 'Top 100 Speccy Games of All Time', I thought I'd write and give you my concise, frank, to the point opinion on the lists (or should that be charts?): RUBBISH!

I've never read such a load of bull since I accidentally bought a copy of Crash. How could anyone deny *R-Type* the top dog spot? I actually bought *Deathchase* way back when I was knee high to a grasshopper, and at the time I reckoned *Jet Set Willy* beat it on addictiveness alone. Now it's been banished to the loft in favour of games such as *Stunt Car Racer, Chase HQ* and *Pang*.

To the new Spec-chum I say "don't pay 'classic' prices for *Deathchase* – get *Super Hang-on* instead". To Stuart Campbell I say "dream on!" No offence. I hope this has earned me three free games.

Daniel Quayle
Washington, DC

Well Mr Quayle, it would seem that this letter's completely in keeping with your other well known speeches. Don't make the mistake of assuming that we're categorically stating certain games are better than others. Stuart offered you his personal opinion, your opinion differs to his, but that doesn't make it wrong. Oh and you're out of luck on the free game front. **Ed.**

STARLETTER



OF COURSE WE DO!

Andrew Price, a 22 year old, disillusioned bank clerk (hisssssssss), (it is all work, work, work too!) was one day reading a friend's YS and suddenly the world didn't seem such a bad place. What am I talking about you all wonder – well, I am writing to congratulate you on your 'Top 100 Speccy Games' features which ran from October to January.

I feel that I must thank Stuart Campbell, he was an excellent host as he took us down the annals of Spectrum's gaming history. His choices were not all obvious, but I personally feel that they were spot on. The articles didn't just serve as a catalogue of classics, they actually revived happy memories of my youth, the 1980's and the twisted world of the Spectrum. From 12 to 22 my Spectrum has given me 10 years of 100% enjoyment, may it never be replaced by the 16 bit and Nintendo. Thanks again for a superb feature.

Andrew Price
Tyldesley, Manchester

Glad you liked the feature Andrew, it certainly cheered Stuart up after we'd shown him Dan Quayle's cheery little letter! **Ed.**

SMALL PRINT



I didn't even mention the word 'sheep'.
Brian Lycett, Northampton
I didn't mention the word 'mutton'. **Ed.**

I'm gonna go barmy.
Emma Quick, Bradford
I'm gonna go to Keynsham. **Ed.**

I am a peanut if you must know!
A Miller, Carmarthen, Dyfed
Nice to meet you, I'm a wing nut. **Ed.**

I have been reading your tooth paste since last Tuesday – white pages with green writing and a kleptomnic albatross called Fred.
Kirkcaldy, Fife, Scotland
Exactly, my good lady wife agrees with you whole-heartedly. **Ed.**

My knees are knackered and I await exam results. All hail Clive Sinclair.
The Lightest of the Dark, Cheadle Hulme, Cheshire
You shouldn't do so much brass rubbing. All hail Primal Scream! **Ed.**

SOYA PICO



So laid back that she owns three Ravi Shankar albums

Femto seems to have done a bit of a runner. If anyone bumps into a suspicious-looking, 26 stone skinhead with scientific pretensions then please phone your local constabulary immediately. The last person to see Femto was his sister, Soya. Here she is...

Wow! How's your aura today? I feel kind of blue today. It's pretty, like, amazing really. (Get on with it. Ed)*Right... like, yeah...Uh, Femto?*

Well, I was just getting my head together on my favourite beanbag, listening to the first Grateful Dead album when the doorbell chimed. I went to answer it and I was getting some really heavy vibes. I've only recently got back from the Himalyas where I lived like a native and, like, just became one with the earthmother, I know my vibes now.

Seeing Femto at the door really knocked me out, man. I hadn't seen him since Christmas 1987. Anyway, Femto rushed in and like completely ruined the whole ambience by being completely stressed out. I tried to get him to drink some ginseng to calm him down cos a house really feels other peole's stress.

Femto finally managed to string a few sentences together. He mumbled something about fifteen quid being a reasonable price to pay for a Diet Coke and I almost chucked him out then and there. Femto has always strained my patience with his capitalist claptrap. He asked me if I knew any good places to 'cool out' in in India, I gave him the address of a Yogi friend of mine and he left. He dropped this letter on the way out...

Mr F Pico
The following books are overdue:
The River Of Adventure by Enid Blyton
The Divided Self by R D Laing
William The Conqueror by Richmal Crompton

Overdue payments currently stand at 33 pence per book. Please could you return the above books so that others may enjoy them.

Ms G Pickle
Chief Librarian

THE BALL'S IN YOUR COURT!

Whatever you want out of life, be it a Slinky or world peace, all you have to do is tell us. We'd give you lot our last Rolo.

There's a bit of a key this month. ■ means that you can only tick one box and ● means that you can tick as many boxes as you like.

1. Where did you buy this issue of YS?

- ■ I reserved it at the newsagent
- ■ The newsagent delivered it
- ■ I just went to the newsagent to pick it up
- ■ I'm a subscriber
- ■ It was a spontaneous purchase

2. How often do you read YS?

- ■ Every issue
- ■ Most issues
- ■ Some issues
- ■ This is my first issue

3. What other machines do you own?

- ● Amiga
- ● ST
- ● Nintendo Gameboy
- ● NES
- ● Nintendo Super Famicom
- ● SegaMaster System
- ● Sega Megadrive
- ● Sega Gamegear
- ● Atari Lynx

4. How much do you think you'll spend on software this year?

- ■ Under £25
- ■ £25 - £50
- ■ £50 - £100
- ■ £100 - £150
- ■ £150 - £200
- ■ Over £200

5. How much do you think you'll spend on computer hardware this year?

- ■ Under £25
- ■ £25 - £50
- ■ £50 - £100
- ■ £100 - £150
- ■ £150 - £200
- ■ Over £200

6. For each section of the mag, would you like to see less, more or the same space devoted to it in the future?

	Same	More	Less
The World	■	■	■
Letters	■	■	■
The Mag 7 tape pages	■	■	■
Pssst	■	■	■
Reviews	■	■	■
Previews	■	■	■
Future Shocks	■	■	■
Adventures	■	■	■
Tipshop	■	■	■
Spec Tec	■	■	■
Program Pitstop	■	■	■
Haylp	■	■	■
Input Output	■	■	■
Ads	■	■	■

7. How old are you?

- ■ Under 10
- ■ 11 - 15
- ■ 15 - 20
- ■ 20 -25
- ■ 25 - 30
- ■ Over 30

8. Are you...

- ■ At school
- ■ In full time higher education
- ■ Working
- ■ Unemployed

9. How much money do you earn or have coming in a year?

- ■ Under £2500
- ■ £2500 - £8000
- ■ Over £8000

10. If you're thinking of getting another computer, what will it be?

....

11. If you buy software from YS's mail order pages, how much money do you spend in three months?

- ■ Under £5
- ■ £5 - £10
- ■ £10 - £15
- ■ £15 - 20
- ■ £20 - £25
- ■ Over £25

12. What other magazines do you buy?

- ● Sinclair User
- ● Crash
- ● Match
- ● Shoot
- ● 2000AD
- ● Total
- ● Amiga Format
- ● Amiga Power
- ● C&VG
- ● Sega Power
- ● ST Format
- ● Look In
- ● Fast Forward
- ● Smash Hits
- ● Just Seventeen
- ● Select
- ● Vox
- ● Amstrad Action
- ● MBUK
- ● Viz
- ● Commodore Format
- ● Other

....

Thanks a bundle for taking the time and effort to fill this piece of paper in. We realise that you could have been doing something far more useful like watching Eastenders or teasing the cat, so thanks! Now cut it out and send it to: Freepost, YS 76 Questions And Answers, YS, 30 Monmouth Street, Bath, Avon BA1 2BW.

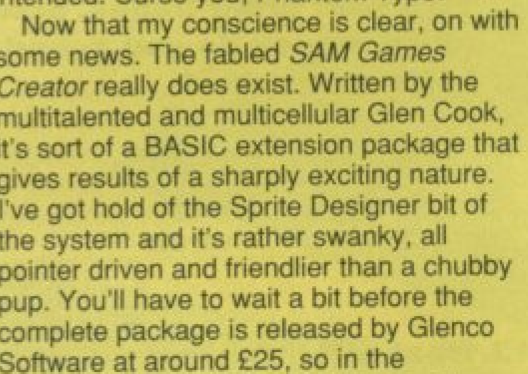
NEWS

If you want to know about SAM, then you've come to the right place. What a stroke of luck!

First up, a confession. The SAM Seasonal Special fell foul of that underhanded evildoer, the Phantom Typo. As a result, the superduper atomic puzzler *Hexagonia* was awarded a measly 64 degrees instead of the 84 degrees I'd intended. Curse you, Phantom Typo!

Now that my conscience is clear, on with some news. The fabled *SAM Games Creator* really does exist. Written by the multitalented and multicellular Glen Cook, it's sort of a BASIC extension package that gives results of a sharply exciting nature. I've got hold of the Sprite Designer bit of the system and it's rather swanky, all pointer driven and friendlier than a chubby pup. You'll have to wait a bit before the complete package is released by Glenco Software at around £25, so in the meantime unclench that furniture, pick up your eyeballs and lie down quietly in a cool draught.

Most importantly, don't read the following sentence as it will only cause nervous collapse. FRED Publishing, in their infinite wisdom, are on the verge of releasing *Triltex – The Later Levels*. This is an expansion pack of 25 screens that take up where Level 20 left off. It requires the original game to run and costs £4.99, but before you dash off your cheques ask yourself this question: will your sanity thank you in the morning?



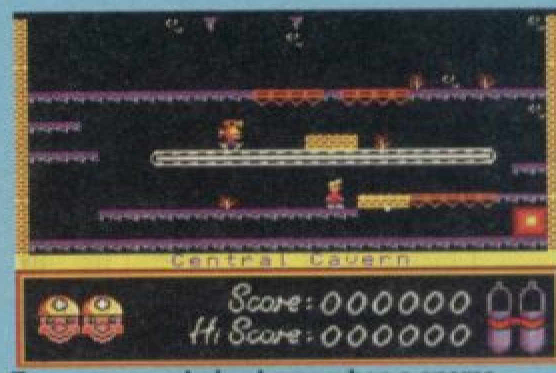
Awestruck! If you squint then all the colours run into one another and it's like a field of anenomes. Like, wow, man!

TRILTEX CHEAT!
Click on the X of the TRILTEX logo. Hold CNTRL-WIZ. Type SJFC. Finally hold CNTRL-WIZ again. You've now got infinite time, and by clicking on X can set the start level.

Manic Miner
Revelation/£9.99

The magic of print, eh? In just a few words we can all be transported back to the days of Speccy history without any of that 3D light-field malarkey. See? We're here already. The reason for this little trip is to take a look at one of the classiest classics of all. It is of course *Manic Miner*, that never-bettered platform leap-about. The plot behind the game is that Miner Willy, Surbiton's noted spelunker, has tumbled down a mineshaft. Far beneath the Earth, he discovers the remnants of an ancient civilization. Well, money and mining robots actually. He has to dodge the robots and grab the cash in order to open the portal to the next cavern, ultimately returning to the surface with a dusty head and a fat bank account. Capital, isn't it? Now if you hold on tight we'll flip back to the present day, just in time to greet the SAM incarnation of that very same game. And knock me senseless with a pig on a stick if it's not a corker as well.

Updating the graphics and soundtrack, but intelligently retaining the pixel-perfect timing that made the original so agonisingly addictive, SAM *MM* comprises three sets of twenty screens each. Unlike the Speccy version you don't get a preview of the levels at the beginning of the game. This means that each new screen is a surprise; and quite often a nasty one, as the designers have been commendably devious. Cutting to the quick, SAM *MM* is a super game. The pretty graphics, funky music and jaunty FX are well matched by the viciously addictive gameplay. Such a combination is hard to beat, which funnily enough sums up the game as a whole. Stump up and get stuck in. ✪



Tony was wandering home when a gnome handed him a pair of slippers. Tony, being a polite sort of chap, thanked him and took them.

BLIM!
Manic Miner was the best-selling game of all time: the official figures show that it sold over fifty billion copies worldwide. These were suppressed when it was discovered that the retail manager was just being silly.

FINAL VERDICT

LIFE EXPECTANCY	82°
ADDICTIVENESS	92°
GRAPHICS	74°
INSTANT APPEAL	90°

DIAGNOSIS
Spread the word – the eccentric explorer with the taste for treasure is back!

84°

SAM Ce

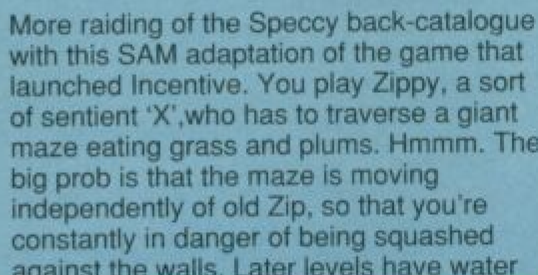
Salutations SAM fans! It's time to wave your arms in the air and welcome JON PILLAR. Hurrah!



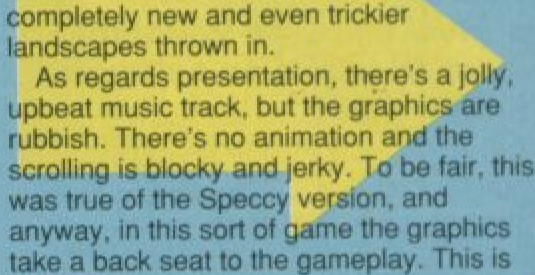
Splat!
Revelation/£7.99

More raiding of the Speccy back-catalogue with this SAM adaptation of the game that launched Incentive. You play Zippy, a sort of sentient 'X',who has to traverse a giant maze eating grass and plums. Hmmm. The big prob is that the maze is moving independently of old Zip, so that you're constantly in danger of being squashed against the walls. Later levels have water traps and stun tiles, but your biggest enemy is always the maze, or rather mazes. Y'see, this version has two completely new and even trickier landscapes thrown in.

As regards presentation, there's a jolly, upbeat music track, but the graphics are rubbish. There's no animation and the scrolling is blocky and jerky. To be fair, this was true of the Speccy version, and anyway, in this sort of game the graphics take a back seat to the gameplay. This is



Capability Brown was the finest landscape gardener of his era. Here's his justifiably famous 'lozenge layout'.

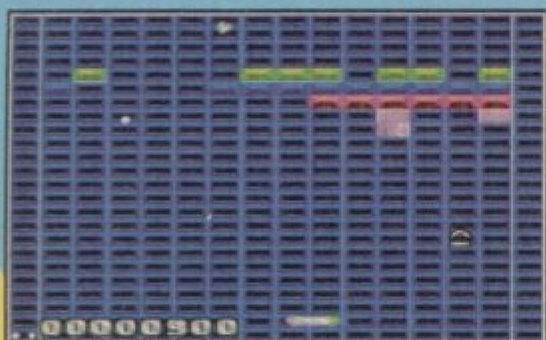


Mr Brown was also an inveterate paddler and was quite a whizz with waterways, the more unnatural the better.

Batz 'n' Balls

Revelation/£9.99

If you've checked out the cover demo, you'll already know what a nifty little number *Batz 'n' Balls* is. Basically, David Gommeren has done for *Arkanoid* what he previously did for *Tetris* – jazzed it up and given it a new lease of life. The game contains 150 levels, bonus screens, power-up icons and a multitude of tricks



The space monster pushed his green fingers through the bars of his cage. Then he stuck his tounge out. Bleurgh!

and tweaks. Graphics are bold and smooth, although there's really not that much you can do with screens full of bricks, and the soundtrack is one of those subtle bass numbers that bypass the ears and slide straight into the brain.

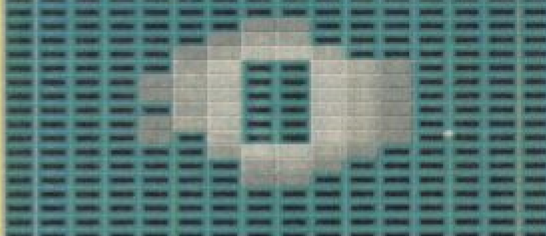
Gameplay is tough, perhaps too tough, but jolly rewarding as you fight on to discover just what the game has in store for you next. Thank heavens for the password system, which allows you to jump straight to every fifth screen.

Apart from your own lack of bat-jiggling talent, the main obstacles between you and success are the aliens that zip constantly round the screen. They're harmless – you can zap them with a touch of the bat – but if the ball hits them then it rebounds off at a random angle. This results in the kind of exclamations that shatter both light bulbs and illusions. If you think these little fellows are bad, wait 'til you meet the end-of-section baddies. These are absolutely massive aliens that fly around shooting as you attempt to zap them with a well-aimed ball. This is the best bit of the game, it's just like a mini *Space Invaders*. Coo, eh?

Whizzy and whizzo, this mindlessly playable game takes *Breakout* about as far as it can go. For maximum effect, invest in a mouse. It'll translate your panicked movements perfectly, and adds to the fun no end. Make no mistake, *Batz* isn't going to convert new fans to the genre but current ones will lap it up. ✪

BLIM!

The programmer of *Batz 'n' Balls* is nicknamed Lord Insanity. If this isn't an indication of complete barking madness then I'm a portion of Bengalese fruit salad.



Ooh look, somebody's stuck a three-day old piece of chewing gum to some chicken wire!

FINAL VERDICT

LIFE EXPECTANCY 88°	ADDICTIVENESS 84°
GRAPHICS 69°	INSTANT APPEAL 72°

DIAGNOSIS: If wall-smashing's your aim, then this is your game

77°

old-style sweaty-palm business as you tear around the maze, never quite knowing if you can risk nipping down that corridor to grab those plums. The rough graphics belie the great playability, it really is incredibly addictive. And, as the maze moves pseudo-randomly, it's practically a different game each time. Having said all that, *Splat!* is a game based on a single idea, and one that can get somewhat repetitive after a surprisingly short time. On the whole a thumbs-up, but you'd do best to give it a try before you buy. ✪

FINAL VERDICT

LIFE EXPECTANCY 70°	ADDICTIVENESS 79°
GRAPHICS 45°	INSTANT APPEAL 62°

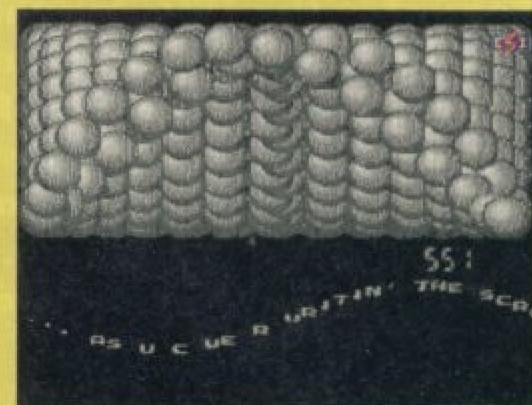
DIAGNOSIS: Sweetly simple and horribly playable. You may flip over it. Then again you may not.

68°

And so the first SAM Centre of 1992 draws to a close. If you've got any SAM news, want your mag featured in the next Zine Scene round-up or your software featured in the review section, or just want a chat about the SAM scene in general, drop me a line care of SAM Centre, YS, 30 Monmouth St, Bath BA1 2BW. Farewell, and may your mouse ball never clog.



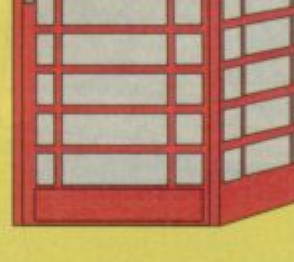
Speaking of disk mags, which we could quite easily have been, SAMCo have swept aside the archaic technology of phone and paper to launch their own. The *Newsdisk* boasts programming tips, a serialised ROM disassembly, exclusive peeks at new releases and some nifty demos. Tons of good stuff for a weighty £2.50 – but the rather dry text could do with pepping up.



The roof of the cavern bubbled ominously. It was as if a giant pupae was sucking in all the dampness from the walls of the cave.

Noesis. Now there's a word to savour, to roll around your mouth, to look up surreptitiously in the nearest dictionary. By an uncanny coincidence, it's also the name of Chris White's software house. Up and coming releases include *SAM Print*, a utility which does for printing folk what *The Sound Machine* did for people who hum in buses; and *Boing!*, a cute platform game. This one should be good, as it features The Masters Of Magic on graphics and sound, The Programmers Of Enigma on coding and The Man From Del Monte on drums and euphonium. *(Oh please. Ed)* I'm honour bound not to reveal Noesis's planned third release, but you can probably guess as it's the worst-kept SAM secret of all...

Finally, by fairly popular request, a quick word about the *SAM Supplement Mega Demos*. Nine disks in total, they're SAM conversions of top 16-bit animations like the *Aerotoons* and the infamous *Saddam* demo. For £2.00 a time, they're great fun, completely useless and an essential part of baiting Amiga owners. Just watch them keel over when you casually mention the demos are written in BASIC.



SAMCo/Revelation ☎ 0792 700300

Noesis ☎ 0792 797770

FRED Publishing ☎ 0382 534201

SAM Supplement ☎ 0922 406239


ERNIE THE PSYCHOTIC MADMAN™
'MEETS A 16-BIT OWNER' BY Phil
BUS STOP
OH, I SAY CHARLES, THERE'S AN '8-BIT OWNER!
HOW QUAINT!
SPANKY POSH GAMES
IT KIND OF MAKES YOU FEEL SORRY FOR THEM
YES.....
I MEAN, IT'S NOT AS IF ANYONE BUYS SPECTRUMS ANYMORE...
THEY MAKE VIC-20'S LOOK LIKE STATE OF THE ART HARDWARE!
HAW-HAW HAW!!
LOOK AT THE AMIGA, 16-BIT MARVEL OF THE '90S....
....LOOK AT THE SPECTRUM, POCKET CALCULATOR OF THE '70S!!!
I'VE NEVER SEEN SUCH ARCHAIC MACHINERY!
YOU HAVE TO BE CAREFUL WHEN PLAYING IN CASE THE KEYS FALL OUT!
GRRRRRR
HAW-HAW!
AND ANOTHER THING....
HOLD THIS PLEASE.
UUHHH...
BAM!
OW.
WHOOSH!
I BET THAT HURT
OH LOOK, THEY'VE CONVERTED LEMMINGS TO THE SPECTRUM!
OH, SHUT UP.
SORRY.
Phil
'91 PRODUCTIONS LTD.
WARNING: ANNOYING PSYCHOTIC LUNATICS CAN SERIOUSLY DAMAGE YOUR HEALTH.

YS ADVENTURES



You've written an adventure, what do you do next? TIM KEMP knows!

ADVENTURE WRITING MADE EASY
PART TWO



Illustration by Anthony Colbert

Last issue I gave you a few pointers on getting started on the right foot, choosing a utility to work with, and hinted at what type of things to include in your adventures (and also what things 'NOT' to include). Now all you've got to do when your first masterpiece is finished is sell it!

This probably sounds incredibly daunting, and it is. However, there are certain things that you can do to ease the strain – on both your wallet and your brain...

● First thing you need to do is decide on whether you're going to sell the game yourself, or send it to one of the established adventure publishers. Both options cost a bit of money – though not too much. You'll need to fork out and cover the cost of buying several blank tapes, doing a bit of photocopying, buying a few Jiffy bags and of course you'll also need some stamps.

One very good source of blank computer tapes is John Wilson of Zenobi Software. He sells them in small quantities and they're of a very high quality. C15's will probably suit your needs best and they cost 35p each. You'll probably need 10 blank C15's which come to £5.00 in all (including £1.50 postage) and you can get them from: **Zenobi Software**. 26 Spotland Tops, Cutgate, Rochdale, Lancashire OL12 7NX. Cheques and PO's payable to Zenobi Software.

Okay, you've got your tapes, jiffy bags, photocopied game instructions and/or storyline and want to go straight to a company and get them to buy your game. If I were trying to approach a prospective publisher then I'd do it like this...

● Copy your adventure on both sides of the tape and at different volume levels. Stick a label on the cassette body containing game name, who it's from, phone number and loading instructions.

● If you want acknowledgment that your game has been safely received then enclose a letter and an sae.

● Don't forget to enclose all relevant playing instructions with the game. This includes a map of the game, step by step solution, notes on what happens where and why, points of general interest, what object does what and why.

● Make sure you've playtested your game as fully as possible. Get a friend or two to have a go as well.

● It seems that the three main companies who would be interested in your adventures are: John Wilson's **Zenobi Software** (address already given). **The Guild** who can be found at 760 Tyburn Road, Erdington, Birmingham B24 9NX. Tony Collins is the guy in charge there. According to the cassette inlays on GI GAMES adventures they are also interested in seeing any fully finished and playtested adventures, and their address is: **GI GAMES** 11 West Mayfield, Edinburgh, EH9 1TF. One final point to remember is that if you intend sending your adventures to more than one place at a time, it's certainly only fair if you tell each company who else is evaluating a copy of the game.

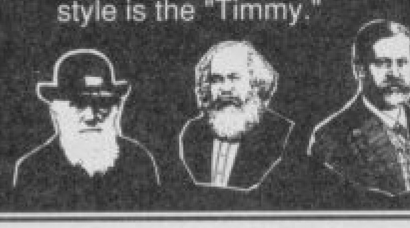
So what happens when you send your game off? Well, when it arrives at the

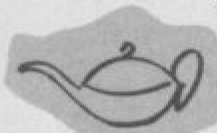
BLIM!

The most excellent adventure ever was Indiana Jones And The Temple Of Doom. Why? Cos of the banquet sequence with bowls of steaming eyeball soup!

THE YS ESSENTIALS FOR ADVENTURE WRITING

● **The Idea** This is a vitally important part of adventure writing. A really good childhood nightmare is often an excellent starting point.
● **The program** or "system." This should allow complex, realistic interaction with the characters that are controlled by the computer, while at the same time making it impossible to open a door without entering at least 14 commands.
● **The beard** These are available at a reasonable cost from most adventure clubs. Current most popular style is the "Timmy."





software house it'll be dispatched to their playtesters.

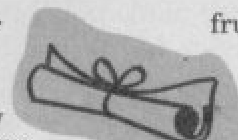
The time the game spends in the hands of the playtesters varies according to game size and complexity – as well as how many games the playtesters are already working on. They'll be looking for spelling mistakes, grammatical errors, messages appearing at the wrong time, and will also make sure that everything works as it should. When the game is returned to the company in question they'll then normally get in touch with you to tell you one of three things...

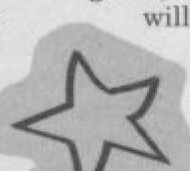
● The game isn't suitable for publication – please try again.
● The game needs some alterations which, when done, will mean the game may be accepted for publication. A long list of recommended alterations may be forthcoming, whether you act on them or not is up to you!
● The game will definitely be accepted given that a few alterations are made. This could be anything from changing the character set to adding one or two messages to make the game friendlier etc.

To give yourself a better chance of flogging your adventures I'd definitely recommend you buy and play a few of the latest games to see what the competition is like. Not every game written gets published you know, so it makes sense to have a look at the sort of things that do get accepted. Good solid fantasy adventures, sensibly paced, full of excitement are generally preferred by the adventure playing populace, though sci-fi themes also go down well.

Don't include mazes, or if you do make them small ones. Don't set too severe time limits within the game. Don't make the starting problems too hard. Don't include any sudden deaths, always let the player know where danger lies and at the very least make it clear that any further action undertaken in a precarious situation or under certain circumstances could lead to death!

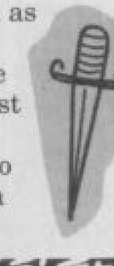
Once those pesky adventure 'bad points have been omitted then the good points of your game, whatever they may be, will be highlighted. To make your game more playable, make sure you include plenty of synonyms for unusual command words. Nothing is more





frustrating than, say, trying to untie a rope when the only word accepted is undo or unravel. So include untie, undo and unravel and do the same for any other words that need them. The originality of puzzles is another problem. Over the years there must have been thousands of different problems incorporated in adventures, many of which are re-hashes of older ones. Always try to give yours a new angle. If you are writing a game with any factual bits in it then there's no reason why a trip to the library shouldn't be undertaken! Do all the things I've suggested and you're ready to sell your game.

The final instalment of this rough guide to adventure creation will deal with selling the game yourself, including how to do your own cassette covers and how to get the thing noticed by the adventure buying public! Now that Incentive's *Graphic Adventure Creator* has appeared as a *YS* cover utility (on the Jan '92 cover-tape – surely one of the best ever *YS* cover-tape giveaways?) there's no excuse NOT to have a go at writing a game!





COMPO WINNERS

It's giveaway time, Spec-chums! We've got bundles and bundles of goodies to get rid of, so roll up and see if your name's on the list.

We kick off with those lucky peeps who are about to have a furry animal stuck on their television set. Yep! Those luvverly Critters have all found good homes with...
Alan Knight of Bournemouth, Dorset; **Kevin Coates** of Southport, Merseyside; **Salomao Munes** of Berne, Switzerland; **Jonathan Argles** of Nailsea, Bristol and **M Daniels** of London.

Those lovable Codies have got a rather nice satellite dish sitting in their backyard, but not for much longer. It's on its way to **Jonathan Owen** of Wistastor, Crewe. And **Michael Webb** of Killin, Perthshire can start getting down to some serious footie larks US style. The outfit's in the post.

What's next? What's next? Well, a bike actually. But this isn't just any old bike. Ho no, it's a Muddy Fox and it's off to **David Morgan** of Sennybridge, Powys. Hurrah!

The first five runners-up get subscriptions to MBUK, plus a copy of the MBUK winter special. And they are...
Trevor Horne of Skelmersdale, Lancs; **Ben Tomlinson** of Ashbourne, Derbyshire; **James Pope** of Peckham, London; **Jonathan Scargill** of Ossett, West Yorkshire and **Jonathan Hesketh** of Pentraeth, Anglesey.

The next 50 peeps out of the hat get a copy of the MBUK winter spesh. Are you ready for this? Ready, steady, go...
David Winder of Appleby-In-Westmorland, Cumbria; **Alan Banner** of Shortlees, Kilmarnock; **Mel Moffat** of Edinburgh; **Miles Dunstan** of Derby; **David and Stephen Richmond** of Tenby, SW Wales; **Tim Reid** of Basingstoke, Hants; **John Ford-Hunt** of Belvedere, Kent; **Darren Windsor** of Hornbeam, Middlesex; **David Purcell** of Huyton, Merseyside; **W J O'Keefe** of Worcester; **Anthony Jones** of Birmingham; **S P Woodrow** of Romsey, Hants; **Richard Law** of Norden, Lancs; **Iain Kerr** of Rinnachat, Banffshire; **Bob Dear** of Alresford, Hants; **Stephen Robinson** of Ferryhill, Co Durham; **Bill Burton** of Bromley, Kent; **Philip Emerson** of Litherland, Merseyside; **Neil Barton** of Kippax, West Yorkshire; **Andrew Thomson** of Midcalder, West Lothian; **James Stone** of Sturminster Newton, Dorset; **A Welsh** of Glasgow; **Martin Green** of Skegness, Lincs; **Craig Langstaff** of Dunscroft, South Yorkshire; **Andrew Fuller** of Falmouth, Cornwall; **Duncan Thorne** of Topham, Devon; **Paul Nicholas** of Bracknell, Berks; **B** of Morley, West Yorkshire; **Eoin Coull** of Evanton, Ross-Shire; **Jerry McGowan** of Standens Barn, Northampton; **Steve Adams** of Stoke, Devon; **Laura Butt** of Amersham, Buckinghamshire; **Paul Fearn** of Walton-On-Trent, Derbyshire; **Terry Hulme** of Barrow-In-Furness, Cumbria; **John Tibbutt** of Binstead, Isle Of Wight; **Robert Turner** of Kingsthorpe, Northampton; **Alan Knight** of Bournemouth, Dorset; **Paul Jones** of Llandudno Junction, N Wales; **Lee Dixon** of St Leonards-On-Sea, East Sussex; **Andy Longbottom** of Baildon, West Yorkshire; **Lee Day** of Scunthorpe, South Humberside; **Steven Kitson**of Bangor, Northern Ireland; **Ceri Jones** of Ferndale, Mid Glamorgan; **Lisa Morris** of Liverpool; **Ashley Finney** of Earl Shilton, Leicester; **Brian Crook** of Reading, Berkshire; **Heather Crowe** of Burnley, Lancashire; **Alex Horsley** of Westbury-On-Trym, Bristol; **Jeremy Roberts** of Harrow, Middlesex; **Craig J Stewart** of Castle Douglas, Scotland and **Ewen McNeice** of the Isle Of Arran.

Phew! Next! It's your chance to win a trip to EuroDisney courtesy of US Gold. We only had one winner, and that is...
Graham Palmer of Mold, North Wales.

Hip! Hip! In our *Lemmings* compo we, along with Psygnosis, offered you four karaoke machines. So get those tonsils in order...
R Hill of Gotham, Notts; **David Paterson** of Glasgow; **Steven Kitson** of Bagnor. N Ireland and **Mrs Helen Donald** of Aberchirder, Aberdeenshire.

The fortunate bod who managed to fill in the January cover crossword correctly and get his card pulled out of a big bin (that's the hard bit) is **Thomas Maher** of Brierfield, Lancashire. Some goodies are on the way!

SAM time now. First up, the Fanzine Pack winners are...
W J Spridgeon of London; **Matthew Davies** of Wellingborough, Northants; **L Smith** of Ely, Cardiff; **Leon Trimble** of Moseley, Birmingham and **D J Dowding** of Great Cornard, Suffolk.

Copies of Impatience go to...
David Pearson of St. Andrews, Fife; **Mik Martin** of Newtonabbey, County Antrim and **A Thomson** of Hainault, Essex.

Plus! The Blue Alpha compo prize of some happening hardware goes to **Darren Sparrow** of Eastleigh, Hampshire.

The 32 runners-up get a badge apiece, and they are...
Calvin Allett of Newbiggin by the Sea, Northumberland; **Cristina Salomao Mines** of Berne, Switzerland; **Alastair Muir** of Stirling; **S Thursby** of Catterick, NorthYorks; **Tim Hards** of Bury St Edmunds, Suffolk; **Barry Spencer** of Kingsley, Stoke-on-Trent; **Peter Cochrane** of Leeds; **C Burtenshaw** of Nuneaton, Warks; **Alan Scrivens** of Chessington, Surrey; **Andrew Herd** of Weston-Super-Mare, Avon; **Aidan O'Callaghan** of Glanmire, Cork; **Andy Malcolm** of Horsham St Faith, Norfolk; **Robert Beaver** of Chelston, Devon; **Gurdeep S Mottu** of West Bromwich, West Midlands; **David Finch** of Haxby, York; **Steven Kitson** of Bangor, Co Down; **Thomas Maher** of Brierfield, Lancs; **Chris Twamley** of Castle Bromwich, Birmingham; **Andrew Armitage** of Littleborough, Lancs; **Alastair McGowan** of Dunfermline, Fife; **Adam Ealey**, of Evesham, Worcs; **Jonathan Herman** of Audenshaw, Manchester; **N J Wilkinson** of Geddington,, Northants; **D Ramsay** of Bradford, West Yorkshire; **Tim Annal** of Gravesend, Kent; **Michael Basil** of South Motton, North Devon; **Neil A Hamilton** of North Broomhill, Northumberland; **N N Bird** of Ashby-de-la-Zouch, Leicestershire; **J Hawkins** of Hastings, East Sussex; **Marc Rickard** of Northallerton, North Yorkshire; **Mark Littledale** of Taunton, Somerset; **Luke Falla** of St Sampsons, Guernsey and **Brian Rouse** of East Cramlington, Northumberland.

And that's your lot for this month. If your name's not in that lot, don't despair! Just go and buy yourself a nice, expensive bar of chocolate. It always works for us! Alternatively, you could enter the compos in this issue and try again. You never know your luck!

YS hints'n'tips TIPSHOP



Mad as a March hare, eh? Did you know that hares act really mad in March cos they're showing off. The one who acts the strangest gets the girl bunny. Filth! Mind you, it's something all you boys can bear in mind when you're acting big and macho for the girlies. It won't work. To get a girl you have to put a tea cosy on your head and eat your cutlery instead of your food.

It's true chaps, a little bit of eccentricity can be very endearing indeed. I told Hutch this before he went out to meet his latest conquest, I should have kept my mouth shut. The next morning, I asked him how it went and he launched into a tale of excess and ultimate failure. Obviously I hadn't explained my theory that well. A little bit of eccentricity absolutely, definitely does not involve dressing up as a penguin, humming Wham songs and pretending to be German all evening!

Better luck next time, Hutch. Ha! Ha!

It's back! LINDA BARKER's turned off her Walkman, cleared her desk and then made it all messy again by pouring your letters all over it!

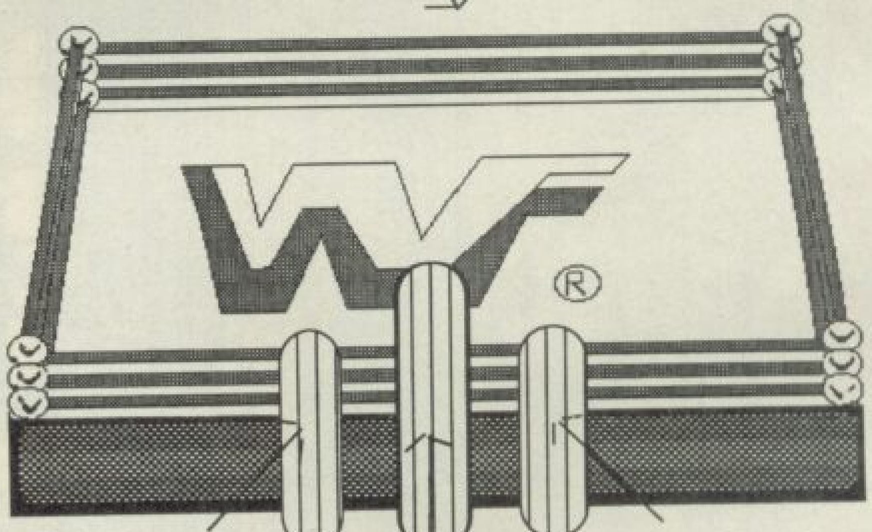
WWF

Wrestling, eh? You can't beat it – the smell of greasepaint, the ref getting his trousers knicked, Nagasaki's got the salt... Anyway, here's a tight-wearing solution to Ocean's grip 'n' grappler.



Climb out of the ring and the opposition will follow you, but he'll climb out of the ring in the middle. Climb up the ring and get in, the opposition will follow you again. Go out again and stand at the place marked on the ring below,

THE WWF RING



YOU STAND READY TO DROPKICK THE OPPONENT(BAD GUY)

BAD GUY CLIMBS UP

or where you know you'll be able to hit him with a drop kick. When he's jumping out of the ring, drop kick twice and you'll get him. Keep doing this 'til he has no strength left and then go over to the right hand outside of the ring. When the opposition is in hitting range, climb up the ring and up the bottom right post. The opposition will now climb up into the ring by entering from the middle. While he is climbing up, keep pressing the fire button so you will jump off and knock him over. If you miss, try again! Then pin him down. Hurrah!



Hurrah! Thanks to, erm, someone from Droitwich for that. Or maybe that's their name.



ROAD RUNNER AND WILE E COYOTE

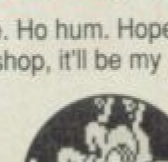
Here's a fab tip for Hi Tec's latest Hanna Barbera license...



When the game has loaded press the keys H, E, L and P. Yes, just like loads of other Hi Tec games. You'll know when this is done, cos it all goes white. Ho hum. Hope you print this in the Tipshop, it'll be my claim to fame.



Thanks to John Charles for that. Hope you can handle all the fame!



TIP O'THE MONTH

MOONTORC

Jump on loads of mushrooms! Buy bits of torc! Pay your poll tax! Erm, actually that's not what I meant to say at all. Here's the map and complete solution to Atlantis' pretty little jump-around. Leigh Loveday drew it. Nice, isn't it?
KEY

Jump water, right (x3), jump water, up, left, get green key, r (x2), jump water, r, up, left, get cash, right, jump gap, right, get cash, left, down, in shop, buy torc and 2 green keys, out, up, right (x2), jump gap, get cash, right, open green door, jump water, in shop, buy torc and 2 blue keys, out, jump water, up, right, jump water, right, jump water, right, jump water (x2), right, open blue door, up, left, get cash, right, in shop, buy torc and one yellow key, out, right, jump water, get food, jump water, right, jump water (x2), open green door, right, up, left, get green key, right, open green door and go to Tollman.

Level Two
Right, jump water, right, jump water, right, down, left, get cash, right, up, get cash, down, in shop, buy torc and 1 green key, out, up, right, open green door, get cash, jump water, right, jump water (x2), right, jump water (x3), right, in shop, get torc and 1 blue key, out, right, jump water (x2), right, jump water (x2), right, get cash, jump water, up, left, open blue door, get cash, left, get y key, right (x2), jump water, right, jump water, open yellow door, jump water, in shop, get torc and 1 yellow key, out, up, right (x2), jump gap, right (x2), open yellow door, go to Tollman.

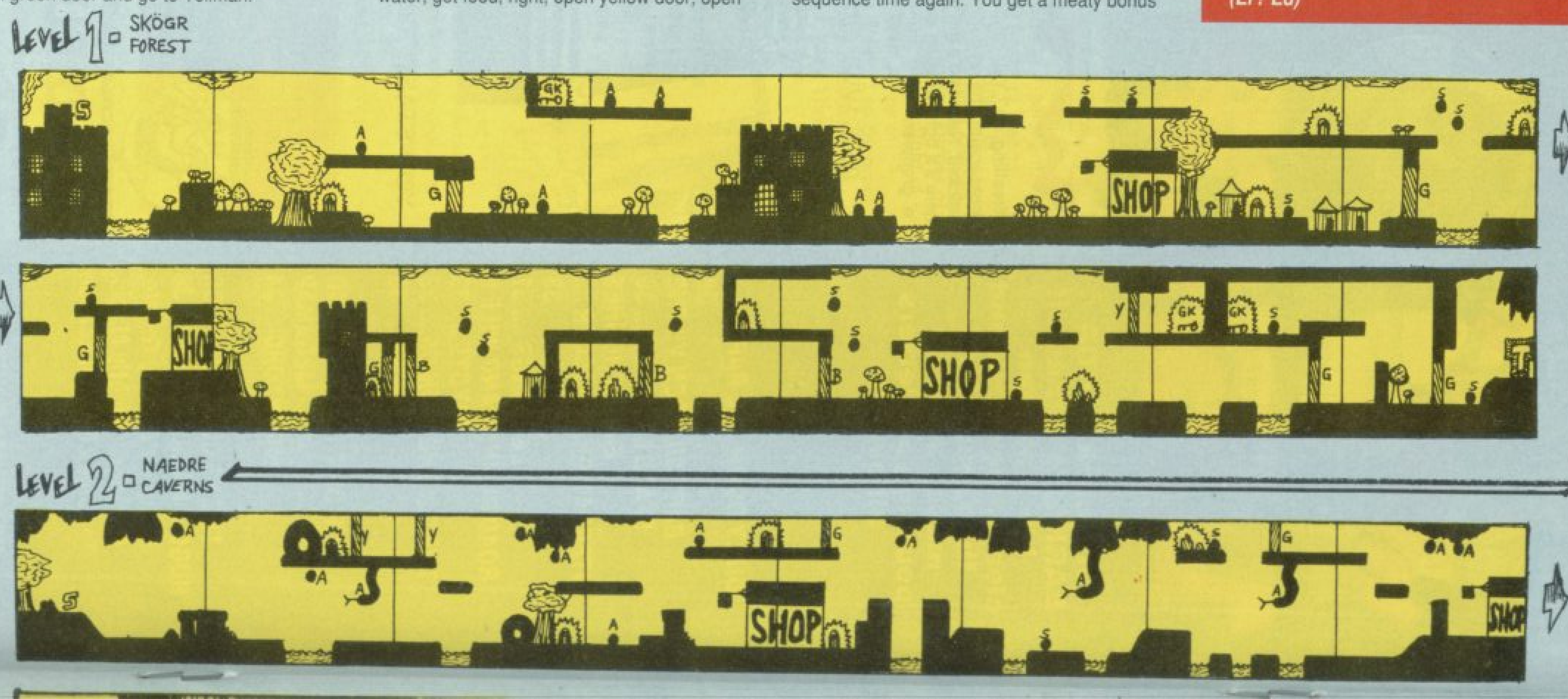
Level Three
Right, get cash, jump water, open yellow door, right, jump water, right, jump water, right, jump water, in shop, buy torc and 1 green key, out, up, right (x3), jump water (x2), right, get cash, open green door, jump water, right, get yellow key, in shop, buy torc and 1 blue key, out, right, jump water, get food, right, open yellow door, open blue door, right, open blue door, jump water, up, get cash, left (x2), get green key, right (x2), jump water (x2), right, jump water, in shop, buy torc and 1 yellow key, out, right, jump water, open green door, right, jump water, down, left, get blue key, right, jump water, open blue door, go to Tollman.

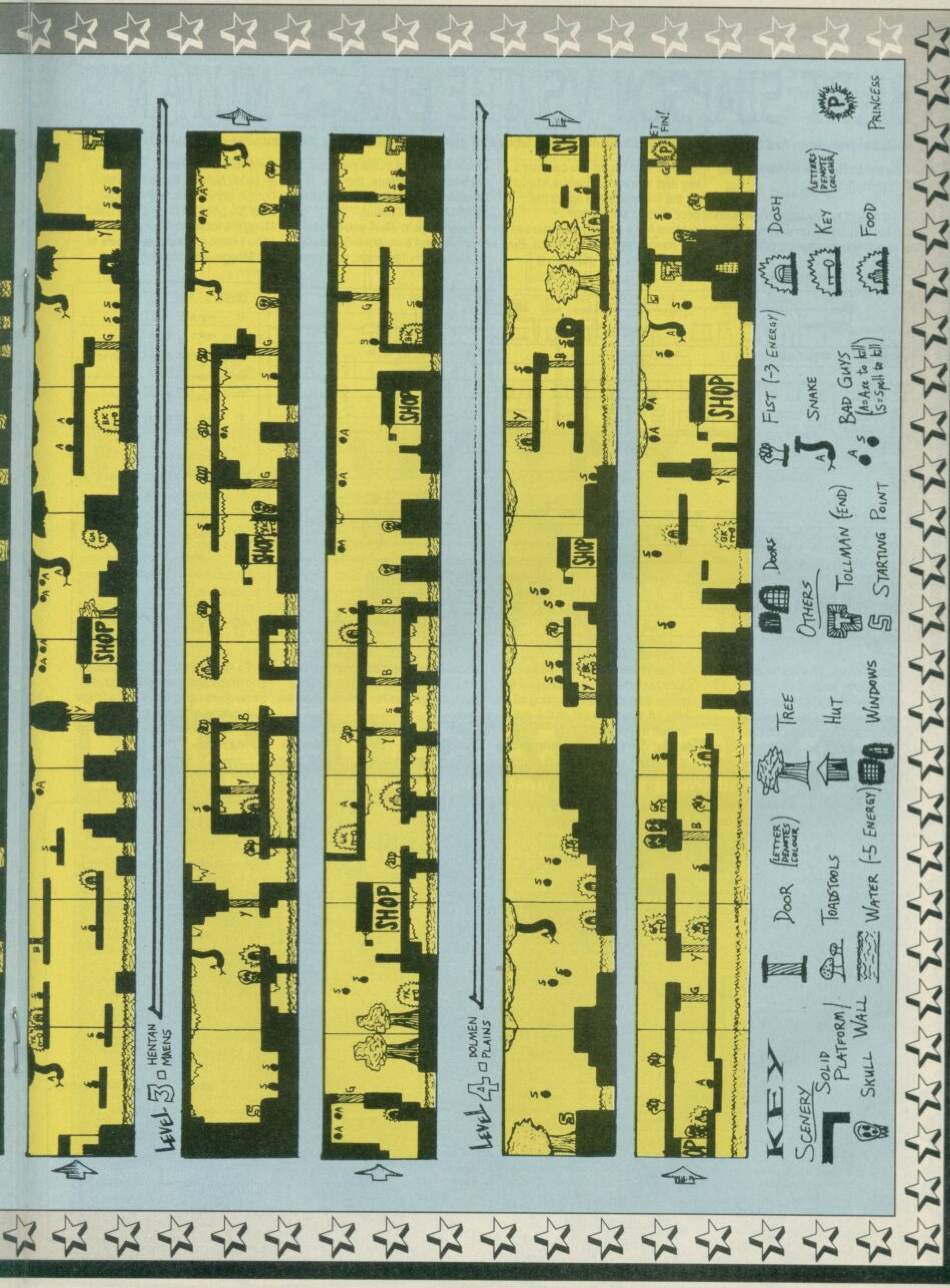
Level Four
Jump water, right, jump water, get cash, right, get cash, get yellow key, right, jump water, right, down, left, get blue key, right, in shop, buy torc, out, right, jump water, right, open blue door, right, get cash, in shop, buy torc and blue key. Out, right (x2),down, open yellow door, get yellow key, right, open blue door, right and get cash. Jump water (x2), right, jump water (x3), get cash, right, down and open yellow door. Go in shop, buy torc, out, right, jump water and go to Tollman. Jump water (x2), open green door, walk into Lalena and it's four word ending sequence time again. You get a meaty bonus too. Oh Gerald, cease prodding that tripe at once... etc, etc.

Come now, Leigh. Leave that budgie alone and do something a little more edifying!

TIPS

- The fists only damage with their top parts, so you can walk into the sides but don't land on top of 'em.
- The snakes tounges only do damage if they hit you forked-bit first. (So you can jump on top of them if you really want to.)
- The food sold by the witch gives twice as much energy as the food that you find lying around.
- Don't waste money. Only buy food, shield power or missiles when you know you've got the spare cash.
- Don't eat the jellified lemur droppings. You can't anyway, cos there ain't any. Er. ***(Er? Ed)***



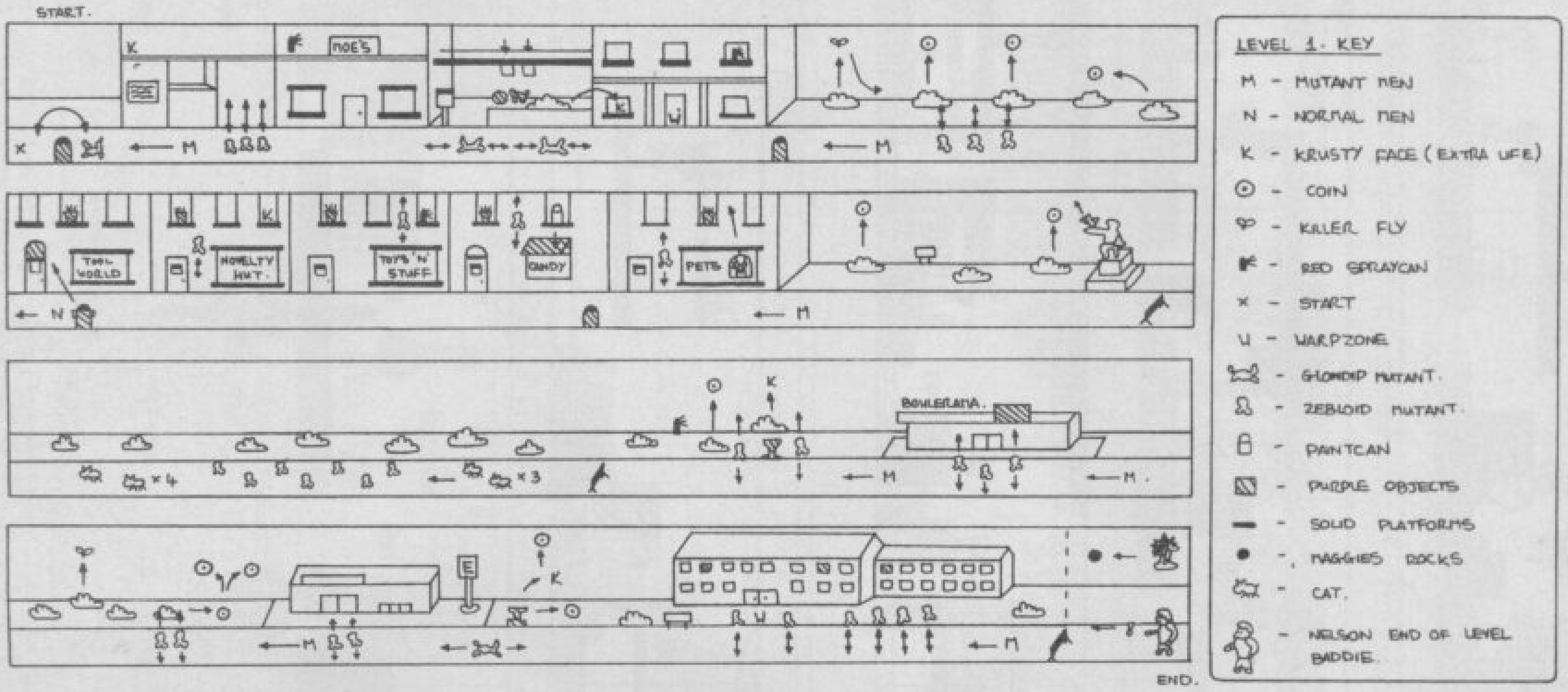

LEVEL 3 HENTAN MAENS
LEVEL 4 DOLMEN PLAINS
SHOP
FIN!
KEY
SCENERY
SOLID PLATFORM/WALL
SKULL
DOOR (LETTER DENOTES COLOUR)
TOADSTOOLS
WATER (-5 ENERGY)
TREE
HUT
WINDOWS
DOORS
OTHERS
TOLLMAN (END)
STARTING POINT
FIST (-3 ENERGY)
SNAKE
BAD GUYS (A=Axe to kill) (S=Spell to kill)
DOSH
KEY (LETTERS DENOTE COLOUR)
FOOD
PRINCESS

BART SIMPSON VS THE SPACE MUTANTS

Michael Robinson has mapped the first two levels of Ocean's fabby Bart game. Here they are, my little chocolate-covered hearts...

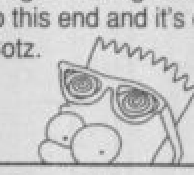
Tips for Level One – The Streets Of Springfield

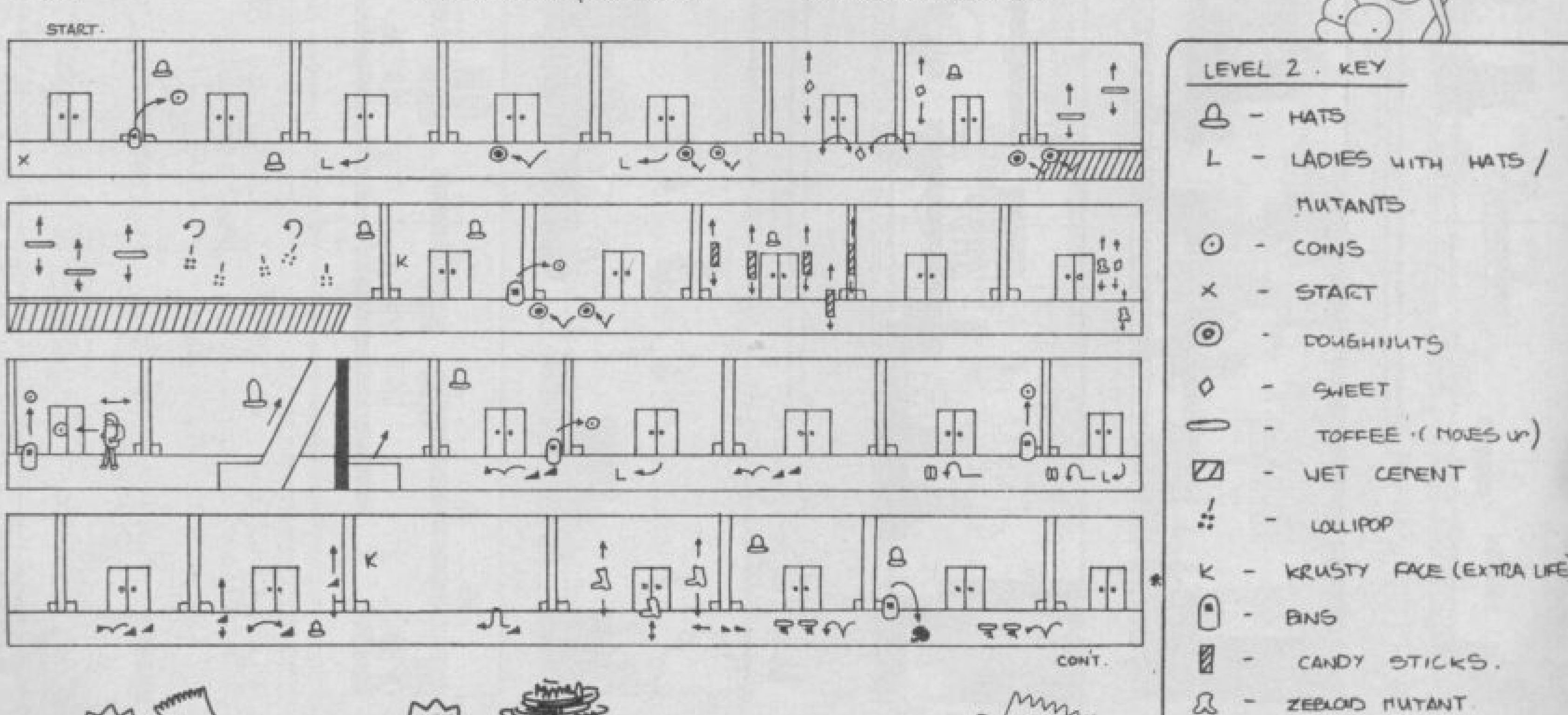
★ To collect krusty face, bounce on the bin to it. Jump on washing line to knock sheets over purple objects.
★ From Tool World you can buy a key and a wrench. Use the wrench on the fire hydrant to spray the door awning with water.
★ From Nel's Novelty Hut you can buy rockets and cherry bombs. Buy 6 – 8 rockets. You must fire a rocket at the bird in the pet store, the bird on the statue, the Bowlerama sign and three windows in the retirement home.
★ From Toys 'n' Stuff you can buy a whistle and a magnet. But don't!
★ Jump on mutant men, not normal men, to collect proofs.
★ To kill Nelson, throw the water bombs at him constantly. Jump over the ones he throws and head Maggie's rocks down onto him. (You'll have to collect six proofs to get Maggie first though!)

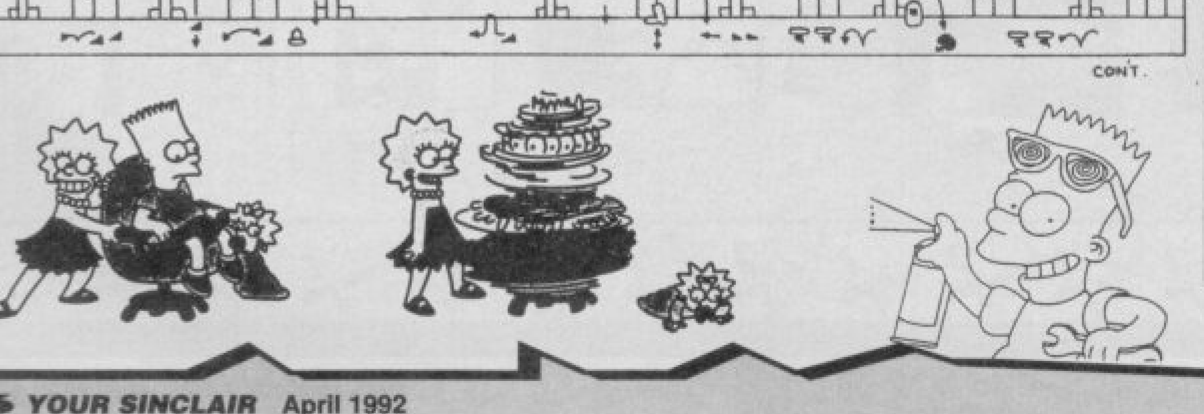


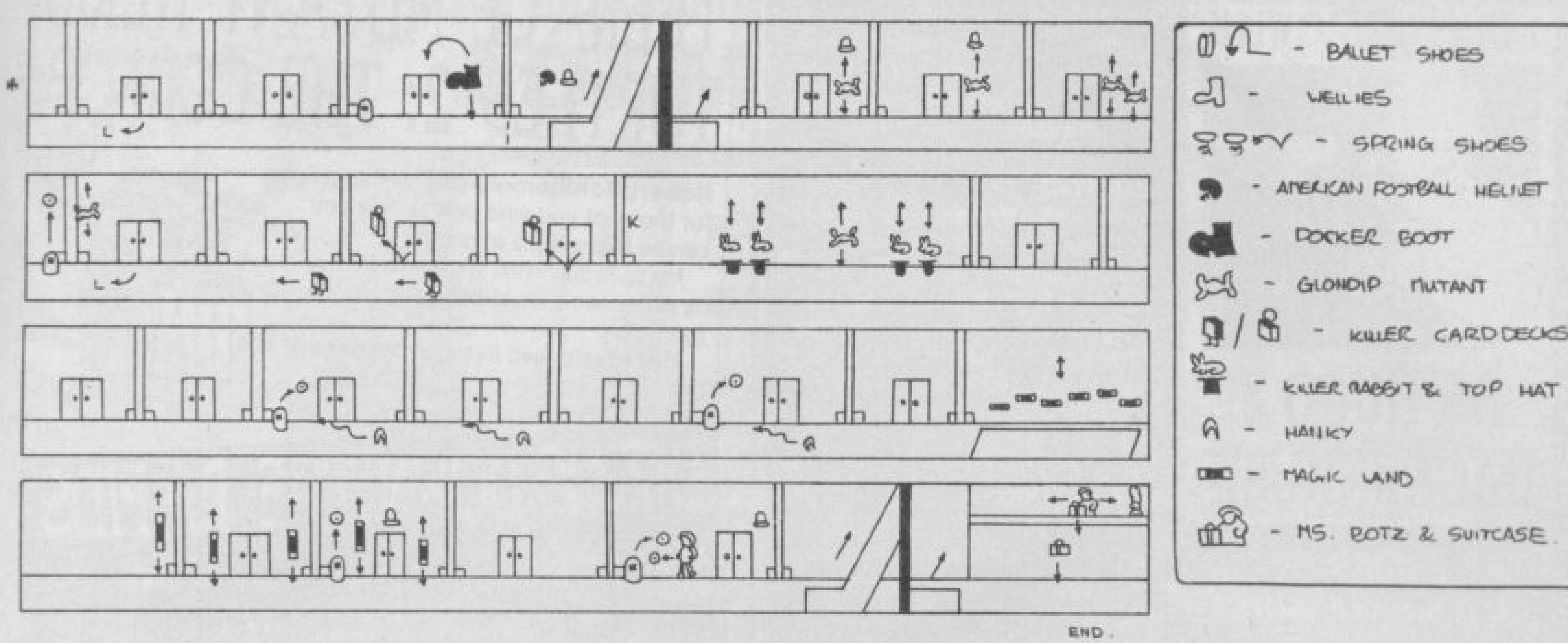
Level Two – The Springfield Shopping Mall

★ Put x-ray specs on in mall which ladies with hats on are space mutants. Then knock off hats.
★ To get past bouncy things, don't jump over them but just walk under them.
★ The doors where the ladies come out are perfect for collecting all the goals. Just keep on knocking all the hats off 'til you've got all the goals and all the proofs.
★ Bart can't jump on a lollipop if its stick is pointed straight up or down.
★ To kill the chap before the escalator in the mall, jump on the bins and onto his head as he goes past. Jump over his bullets when he fires.
★ Jump over walking shoes when motionless.
★ To kill dockerboot jump on it from bin when it's motionless.
★ To kill Ms Botz, avoid the cases she drops and jump onto them to throw them up at her. Marge helps by blocking off the right hand end, so go up this end and it's easier to kill Ms Botz.









LEMMINGS

Judging from my post it looks like quite a handful of you have finished digging, building and saving the furry hordes. On the other hand, anguished phonecalls from distraught Spec-chums show that more than a handful of you are completely and utterly stuck. Here's the entry level codes...

✻ 2 IKHNDHBCCX ✻ 3OHNDHBADCV✻ 4 JNDHBMOECT ✻ 5 NDHBAKLFCW ✻ 6DHBMKNN- GCV ✻ 7 HBANLNDHCL ✻ 8 BINNLLHICM✻ 9 BEKHMLHJCR ✻ 10 MJHMLHBKCJ ✻ 11OH O-DHBALCN ✻ 12 HMLHBMOMCQ ✻ 13 MLBA- KLNCV ✻ 14 LHBIKLMOCO ✻ 15 HBANLM-LPCK ✻ 16 BMNNODHQCT ✻ 17 BAJJLNHBDY ✻ 18 IKHLNHBCDQ ✻ 19 NHLNHBADDM ✻ 20 JLNHBINEDX ✻ 21 NFHBAKLFDJ ✻ 22 NHBIKLLGDY ✻ 23 HBANNCNHDW ✻ 24 BINLNFHI-DX ✻ 25 BAKJMFHJDK ✻ 26 IJHMNHBKDY ✻ 27 OHOFHBALDQ ✻ 28 JMNHBINMDQ ✻ 29 MNHBAJLNDX ✻ 30 NHBIJLMODQ ✻ 31 HBE-N LOFPDL ✻ 32 BMOLMNHQDL ✻ 33 BEKHLL-IBEL ✻ 34 IKHLDIBCEY ✻ 35 OJNDIBADEJ ✻ 36 JLLIBINEEX ✻ 37 LLIBAJNFEQ ✻ 38 LIBM-K LLGEM ✻ 39 IBEOLLLHEJ ✻ 40 BIOLLLIIEO ✻ 41 BEKHODIJEO ✻ 42 MKHMLIBKEN ✻ 43 NJODIBALER ✻ 44 HODIBMNMEM ✻ 45 MLIB- AJNNEJ✻ 46 LIBIKLMOER ✻ 47 IBANNMLPEP ✻ 48 BMNNODIQEW ✻ 49 BEKJNFIBFK ✻ 50 IJJLNIBCFU ✻ 51 NJLNIBADFIR ✻ 52 JLNIBINEFK ✻ 53 LNIBEKLFFW ✻ 54 FIBIKNNGFX ✻ 55 IBENNNFHFX ✻ 56 BMOLLNIIFV ✻ 57 BAKHMNIJFT ✻ 58 IJJMNIBKFN ✻ 59 OJOFIBELFJ ✻ 60 HMNIBMOMFW

PRACTICAL POKES

Jon North's back with a liberal sprinkling of feisty gamebusters.. hurrah!

I've only just received my Chrimbo mailbag and I must say thanks to everyone who sent me a card. To say I was swamped in them would be an, eerm, well, a lie actually, because I only got one. But it was a nice one. Here's your numbers.

THEY'VE DONE IT AGAIN

'Fraid so, folks, anonymous hackers **Gerard Sweeney** and **Jamie Murray** are Hackers of the Month AGAIN, this time for their *Lemmings* routine – the most comprehensive anihilation of any game I've seen since the days of ZZKJ's megahacks (*Elite* springs to mind). Oh, and anyone wanting the official Scottish poke tape (which probably looks very nice but that remains to be seen) should send an sae to Gerard at 34 Garngour Road, Lesmahagow, Lanarkshire, Scotland ML11 0EU. There's the plug, here's the code.

HACK OF THE MONTH: *LEMMINGS*

```
10 REM Lemmings anihilation by Hackers Anon
20 LET A=65100
30 READ B: IF B=999 THEN RANDOMIZE USR 65100
40 POKE A,B: LET A=A+1: GOTO 30
50 DATA 221,33,203,92,17,126,0
60 DATA 62,255,55,205,86,5,210,76,254
70 DATA 33,101,254,34,221,92,195,207,92
80 DATA 33,110,254,34,87,101,195,168,97
90 DATA 33,134,254,17,248,142,1,7,0,237,83,201,150,237,176,62,205,50,200,150,175,195,153,254,33,111,91,17,112,91,1,7,0,54,99,237,176,58,117,245,201: REM START WITH 99 OF ALL TYPES OF LEMMING
100 DATA 175
110 DATA 50,80,202,50,91,202,50,107, 202: REM INFY TIME
120 DATA 50,36,168: REM INFY FLOATERS
130 DATA 50,170,168: REM INFY ATHLETES
140 DATA 50,17,169: REM INFY BUILDERS
150 DATA 50,233,167: REM INFY BASHERS
160 DATA 50,181,170: REM INFY MINERS
170 DATA 50,134,168: REM INFY DIGGERS
180 DATA 50,113,172: REM INFY BLOCKERS
190 DATA 62,195,50,77,147,33,98,147, 34,78,147,62,50,50,111,147: REM ALWAYS COMPLETE LEVEL
200 DATA 195,13,143,999: REM END MARKER – DON'T DELETE!
```

PEKING

Next up, a quickie for this ex-covertape game to give you all the time you need to plan your attack.

```
10 REM Peking by Hackers Anon
20 CLEAR 64999: LOAD ""CODE
30 POKE 65173,48: POKE 65174,242
40 LET A=62E3
50 READ B: IF B=999 THEN RANDOMIZE USR 65146
60 POKE A,B: LET A=A+1: GOTO 50
70 DATA 175,50,243,145,50,94,189: REM INFY TIME
80 DATA 175,50,115,118: REM NO TIME ADDED ON SHOW-MOVES
90 DATA 33,204,200,34,67,144,62,155,50,69,144,62,134,50,71,144,62,56,50,94,144: REM NO BLACKOUT WHEN PAUSED
100 DATA 195,120,93,999: REM END MARKER
```

TAI-CHI TORTOISE

Finally this month, the debut from Al "Lemonjuice" Jones of Oldham in Lancs, who sent in a hack for this Zeppelin newie. Personally, though, I'm more interested in how he came to be called Lemonjuice.

```
10 REM TCT by Lemonjuice Jones
20 POKE 23693,0: POKE 23624,7
30 CLEAR 24959: LOAD ""CODE
40 POKE 24990,205: POKE 24991,0
50 POKE 24992,91: FOR F=23296 TO 23307
60 READ A: POKE F,A: NEXT F
70 RANDOMIZE USR 24960
80 DATA 175,50,97,254,62,201
90 DATA 50,35,222,195,137,98
```

QUICKIES

Congrats to Ian Hewett and hacker unanonymous (apparently) Andrew Malcolm and "Dan The Man" Schofield on his first POKEs.

Time to crawl back to bed for another month. Send your stuff to me, Jolly Jon North, at The Pokes Bit, *YS*, 30 Monmouth St, Bath, Avon BA1 2BW and I'll have a good read when I wake up. Send the games you want done on Pokerama too – and an sae if you want a reply. See you in the scrolly.

THE YS CLINIC WITH



DR HUGO Z HACKENBUSH

Got a gamesnag? See a specialist!

Darling Nurse Brittenhouse, can't you see what I'm trying to say? I've loved you since the moment I saw you. Those eyes. That lip. Those noses. I knew I should have spent more on these glasses. Marry me – we'll elope together. Come to my house at midnight, and bring a ladder. I live in a bungalow, but carry the ladder so I can recognise you.

Oh hello, I didn't see you people there. Hackenbush is the name, Dr Hugo Z Hackenbush. That's Hackenbush after my grandfather, Z after Y and Hugo before Hackenbush. Come in and take a seat, or better still, take a letter. "Dear Berkmann, What's the meaning of going into the private sector and leaving me with this crummy practice? I'd go in a minute if it weren't for the money. Signed, A Friend." By the way, seeing as I've gone to the expense of having a new nameplate stuck to the door, I'll be making a few changes round here. For one thing, it's goodbye **HAYLP!** and hello **AU SECOURS!** Everyone knows that a spoonful of secours helps the gamesnags begone. Okay? Right. Let's get started.

CHUBBY GRISTLE

First of all, a light pat on the nose for winsome Richard Swann, whose tip from issue 74 is wrong. **John Turner** and **G Smith** have both written in to say that you shouldn't explode at the end of the game. Provided you've gobbled all the scoff in Greasy Joe's cafe, you'll go on to live happily ever after with your sweetheart and several fat children. I guess it just goes to show even the winsome lose some.

SLIGHTLY MAGIC

Andrew Malcolm, **Alex Schmitz**, **Ian Hewett** and **Jennie Lees** are literally four of the people who dashed off an answer to Alex Marsh's plea, "How do you get into the yellow grass?" For a start, everyone agrees the grass is actually mud, which naturally makes things a whole lot easier. You'll need the fish spell and the watering can (both from the sewers beneath the moat) and the goldfish bowl (from the screen beyond the mud.) Water the mud and it'll turn into a large body of water. Stand as close to this as possible, cast the spell and jump in without delay. See? Easy as falling in a loch.

MARSPORT

Welcome relief for Harry Frith, unable to get further than the Farr Level Game Room in Gargoyle's most devious adventure. **G Smith** (again) suggests taking the calculator from the locker and combining it in a factor unit with the steps from Coma-B. This produces a snakes and ladders game which will open the door. Good stuff.

TOTAL ECLIPSE

Stuck in Incentive's Egyptian desert epic? Here's Peter Valente with some topical tips. Or should that be tropical tips? But I digress. Peter has located all but one of the ankhs you need to finish the game. The six he's found are (a) on the plane wing in Sahara-B, (b) beside the door in Horakhty-A, (c) under the stairs in Horakhty-J, (d) behind the fake wall in Khepresh-F, and (e) revealed by shooting the rope in Pharoahs-F. In return for these nuggets of information, Peter wants to know (f) where that elusive last ankh is hiding. Can anyone help? And how come this question isn't in Au Secours?

TERRAMEX

And finally, for Barne Davies, who couldn't get the cannon to fire, it's because you've got damp gunpowder. The correct barrel is on the screen up and diagonally left from the start – use the vacuum cleaner to fly up and get it. So say **Eoin Coull**, **Daz Ellis** and **Alastair Greaves**. Who am I to argue?

AU SECOURS!

Chris Cheetham: "How do you get past the vibrating blue steps in that golden oldie *Roller Coaster*?"

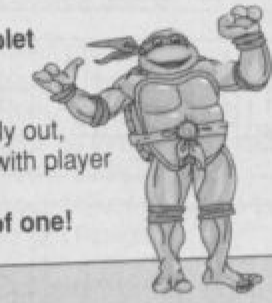
Mr A Priestman: "Keeping in with the general air of nostalgia, I'm snagged on *Inside Outing*. How do you get past furniture that's stacked up against the doors? And where are the gemstones anyway?" (Folks, as stealing the gemstones is the actual point of the game, I'd say Mr A is very stuck indeed.)

The entire population of Dulwich: "Where are the aqualung and flippers in *Spellbound Dizzy*?"

Diz E: "How do you actually finish *Aliens UK*? And why do I feel the need to hide my identity?"

Before you go, news of an exclusive Clinic competition. Each month I'll think of a secret word, and the first tipster to write using that word in their letter will win a free game. This month's secret word begins with "s" and is a nine-letter synonym of "healthiness." Now go, and let me drive myself to Wrack and Ruin. They're a good firm of solicitors and I need advice on suing a doctor. Send your tips and snags to me, Dr Hackenbush, at the YS Clinic, 30 Monmouth Street, Bath BA1 2BW. Say, Nurse, how about treating me to dinner?

TEENAGE MUTANT HERO TURTLES 2: THE COIN-OP



Robert Schillemore has sent in a tiplet for those of you who don't know you can be two people at once.

My tip is that when your lives are nearly out, hit player two's fire button and continue with player two.

Hey presto, two lives for the price of one!

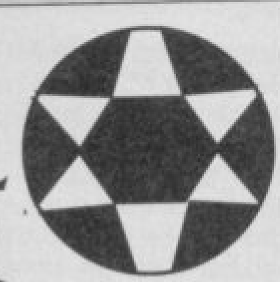
DIZZY DOWN THE RAPIDS

Alex Luton has a dinky diddums of a cheat for this egghead...

On the tiitle screen, type in CHEAT and then press Enter. Next time you play you should have infy energy.

Thanky-danky, fine and spanky.

EMLYN HUGHES INTERNATIONAL SOCCER



It's the lowdown on *Emlyn Hughes International Soccer* from Gavin Mitchell. Time for kick off!

● Corners

Stand just behind the keeper and then run out to the penalty spot. Run back in whilst pressing fire and your man will head it in.

● Penalties

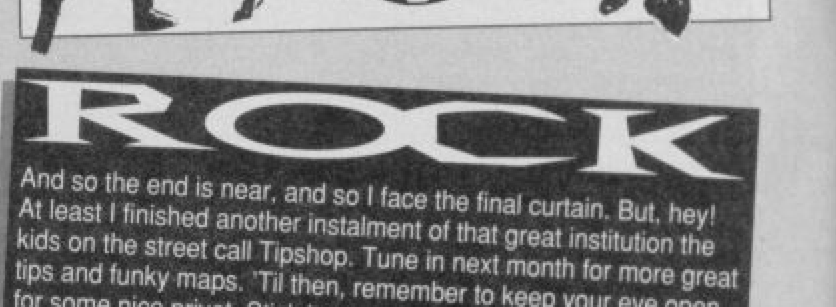
Move the joystick diagonally down to the left and hold fire down. The ball will then go in the top left-hand corner of the net.

● Throw-ins

Stand on the touchline facing your man and press fire. Turn round and start running. The ball will fall right into your stride. You're away.

And that's not all! Gavin's also got a cheat up his sleeve...

If you're doing really badly, kick the ball off for a throw-in. Press Pause, then B and then change the skill level down to Level One. Score a few goals, kick the ball off and press Pause and B. Change the skill level back to normal and then go on to Play Match. When the time has run out, you'll have won. Hurrah! Double hurrah!



ROCK

And so the end is near, and so I face the final curtain. But, hey! At least I finished another instalment of that great institution the kids on the street call Tipshop. Tune in next month for more great tips and funky maps. 'Til then, remember to keep your eye open for some nice privet. Stick insects are ever so picky.

Send in any spare privet, maps, tips and cheats to me, Linda B at The YS Tipshop, YS, 30 Monmouth Street, Bath, Avon BA1 2BW. And keep yer vests on, it's not summer yet.

TO PROTECT AND SERVE

SPEC TEC YS

Got a problem? Get it solved! With

ADAM WARING

SPEC TEC



Our Tec's a clever sausage. Last month we gave him up for dead, but here he is with a tale to tell...

Is Spec Tec really dead? Could he possibly have survived two shotgun blasts at close range in the chest? Who will carry on in his place, in his one-man crusade against tape loading troubles, combating computer crime with powerful POKEs, fighting for truth, justice and the Speccy way?

Wait a minute, who's this shadowy figure emerging from behind those trashcans in this otherwise deserted alleyway? Why, it's Spec Tec, he's alive! Hurrah! But how...?

No trouble! I always carry a copy of *Your Sinclair* in the inside breast pocket of my mac. The cover cassette stopped the bullets from hitting me! Don't think it'll load any more, though. Better send it back to Ablex...

Anyway, it takes a lot more than a couple of hoodlums like that to stop me. Something like this $100 dollar bill that arrived in this morning's post. Looks like I'm off the case, so I'd better get on with some other work I have, like answering this month's mail.

KEY QUESTION

I have had my 48K Speccy with rubber keys for about nine years. I don't do much with it, apart from play games, and now I've got quite a collection. Not surprisingly, some on the keys are knackered, especially the Q, A, O, P and M which are used in a lot of games. Is my cute little Speccy doomed for the rubbish tip when all the keys are gone, or can it be repaired?

Jeremy Roberts
Harrow, Middlesex

Don't worry, Jez, your Speccy has every chance of returning to its former state of health. It requires a bit of surgery though, so it's not for the squeamish.

You need to replace the keyboard membrane that sits under the rubber keyboard. When you press a key, it presses on a metal plate making it connect with another contact underneath. This causes the computer to register a key press. This membrane of yours is worn through.

Look through the On Spec *pages of* YS, *you should be able to find a membrane for around a fiver or so. When it arrives, unscrew the five screws that hold your computer together. Some are under the little rubber feet that stop your computer sliding off the desk, so you'll have to peel them off first. Carefully lift the keyboard section away from the computer. It's attached by a couple of ribbon cables that plug into sockets on the circuit board. Pull them out and the keyboard section will be free.*

Now pull off the metal covering on the top of the keyboard – it's only stuck on with glue. Be careful you don't bend it or it will look terrible when you come to put it back. Lift off the rubber mat – it'll be filthy with nine years' worth of accumulated grime so you might as well give it a wash in some soapy water. Slip out the old membrane and bin it. Put the new one in its place, stick the rubber mat back (after it has dried, of course) and put the metal plate back on.



Gently slip the connectors back into the socket and connect the two halves of Speccy together – make sure you don't crease the ribbon cable. Screw it all up again and your Speccy will look as good as new. Here's hoping it lives for another nine years! **Ad.**

NO COMPARISON

I'm just starting out in machine code and am getting fairly good at it, but I'm having trouble with the 'CP' compare instruction. What does it do? None of my books have a detailed description of this instruction. Please could you help!

Sanjay Nath
Smethwick, West Midlands

The CP instruction works by comparing the contents of the A register with another number or register. It sets the flags according to the result. It basically performs a subtraction, but without altering the value of the A register.

If the two numbers are the same, it sets the zero flag. If the A register holds a greater number then it sets the No Carry flag. If A is less than the second number then it sets the Carry flag.

It's usually followed by a conditional jump, and so works in a similar way to the BASIC IF...THEN commands. This simple example counts to ten, and then stops:

```
LD      A,0     ;A is set to zero
LOOP:   INC A   ;Add one
CP      10      ;Have we reached ten yet?
JR      NZ,LOOP: If not, jump back
Rest of program
```

Hope that's cleared things up a bit. **Ad.**



SPECCY IN DISGUISE

I was reading a magazine (*what, other than YS? Ad*) when it mentioned a Spectrum emulator. I would be very grateful if you could tell me what one is.

David Morgan

A Speccy emulator is a program that allows another type of computer to run Speccy programs and games – in effect it pretends it's a Speccy! It's written for those people foolish enough to buy Amigas or STs, who then realise that they're missing out on all those wonderful Speccy programs.

Though they can run a lot of Speccy programs, they go very slowly indeed – so slowly that they're not really that much use for anything other than a nostalgic peek back to the days when those people had Spectrums.

They're available as public domain software – that is they're free to anybody who would like them, but can be bought from specialist public domain libraries for a small copying charge. If you have any chums with 16-bit machines that are missing out on good, old fashioned Speccy fun then they should write to the following libraries. For an Amiga emulator write to: Strictly PD, 11 York Place, Bristol, BS1 5UT. ST owners can get hold of one from: Riverdene PNL, 30a School Road, Tilehurst, Reading, Berkshire RG3 5AN. **Ad.**

MAKING THE GRADE

I own a Speccy 48K and want to upgrade, but I haven't got a clue about +2s, +2As and the +3. What's the difference?

Nick Wood
Huntingdon, Cambs



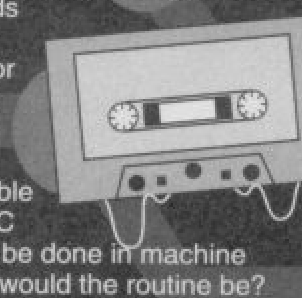
The Plus machines basically have improved sound and more memory than the standard Spectrum – 128K as opposed to 48K. The +2s have built-in tape recorders – as opposed to the seperate one you have to plug your Speccy into – while the +3 comes with a disk drive. I'm afraid that there's no upgrade kits that I know of that'll turn your 48K into one of these higher-spec machines. Don't worry if you only want to upgrade to play better games, though, there's very little software available that takes advantage of the extra memory or features of the 128K machines.

It is possible to add more memory to the 48K Spectrum. Datel Electronics may be able to help you as they used to supply a lot in the way of memory expansions. You can contact Datel's customer services dept on 0782 744324. **Ad.**

QUIET AS A MOUSE

I have been programming in BASIC for some time and have recently bought a Genius mouse and interface.

I have tried many times to write a program that reads the interface and displays the cursor on screen, which moves when the mouse is being moved. Is it possible to do this in BASIC or does it have to be done in machine code? If so, what would the routine be?



Murray Husband
Glasgow

I'll come clean, Murray, I haven't got a blimmin clue! But I've had a couple of requests for using the mouse from BASIC, so I thought it was about time I'd throw it open to our readers. If you've come up with a BASIC – or a small machine code – routine to get that mouse moving, then you know what to do. Squeal! **Ad.**

DOUBLE TROUBLE

I am writing to ask you if you could help me find a mother board for my Spectrum +2A. I have recently bought a +D interface and disk drive for my Speccy, but this plugs into the same port as my mouse interface so I cannot use both together which I would like to do when playing with my *Art Studio* software.

Chris O'Connor.
Mexborough, S. Yorks

What you need, Chris, is an expansion doubler. This plugs into the expansion port, and has a couple of duplicate expansion ports attached to a piece of ribbon cable, allowing you to plug two peripherals into the back of it. Your local computer supplier should be able to help, failing that, give the mail order advertisers that appear in YS a ring. **Ad.**



OFF LINE

I have a Spectrum +3 and I also have an Amstrad PCW8256 printer. I was wondering whether it was possible to get it to work with my +3. Do I need some sort of lead or interface to connect the two together?

Ian Pickavance
Runcorn, Cheshire.

I'm afraid that no amount of tinkering around will get your printer to work with your Speccy. The Speccy needs a standard Centronics printer to work properly and the PCW printer is specially adapted to work only with the PCW computer – it even takes its power supply from the back of the PCW. Sorry, kid, but that's the way the cookie crumbles.

However, if you really want to get printout from your Speccy, then most printers you'll find generally available from computer stores or adverts in YS will work just fine. **Ad.**

A TRIO OF TANTALISING TEASERS TROUNCED

SPECIAL INVESTIGATION SOLVED

HOT LEAD

About the question on how to connect an external tape deck to a +2a in *YS72*. Couldn't you work it out? What is a +2A? That's right – it's a +3 with a tape deck instead of a disk drive. So do the same as you would to connect a tape deck to a +3. Get a +3 lead from your local computer store (they're about £3) and bung it into the sound/tape socket at the back of your computer. Plug the other end of the lead into the 'ear' and 'mic' sockets of your tape recorder.

Peter Lawson
Newchurch, Lancs

Okay, okay, give me a break. Everyone has their off days, I had other things on my mind. (Like keeping outta the way of 'Big' Joe Mahoney after that stunt I pulled in the dice game in his club, The Pink Geranium. So what if I was using my own 'special' dice? They bring me luck – either that or knuckle sandwich.)

Anyhow, quite a few of you wrote in with similar replies. Thanks to you all, I put them all into my size 10 Trilby and pulled one out just to be fair. Now take your Special Investigation prize and scram! **Ad.**

DO THE LOCOMOTION

In answer to P Mayo who asked if there was a CP/M emulator for the Speccy +3 (YS73), there used to be one marketed by Locomotive Software Ltd, but I don't think you can buy a new copy now.

I recently bought a second-hand copy by advertising in the Wanted columns and in fact was offered two, so if P Mayo was to phone 0252 31356 there is a good possibility that they still have a copy for sale.

Brian Abbo
Swansea, West Glamorgan

Go on, P Mayo, give the guy a ring. And if you have no luck, maybe you could try an advert in Input Output *and see if that brings you what you're after.* **Ad.**

MAKE IT MINE

As you may have noticed, the game *Mined Out* on your issue 73 covertape didn't have a joystick option. To solve this press BREAK. 128K-ers should then type POKE 23609,0.

Then, to make it work with the Sinclair joystick type:

```
520 LET x=x+(INKEY$="8")-
(INKEY$="9")
522 LET y=y+(INKEY$="7")-
(INKEY$="6")
```

This can be modified to work with other types of joystick as well, or to use your favourite key combination.

Sam Harvey
Motherwell, Lanarkshire

Thanks, Sam. There'll be some goodies in the post! **Ad.**

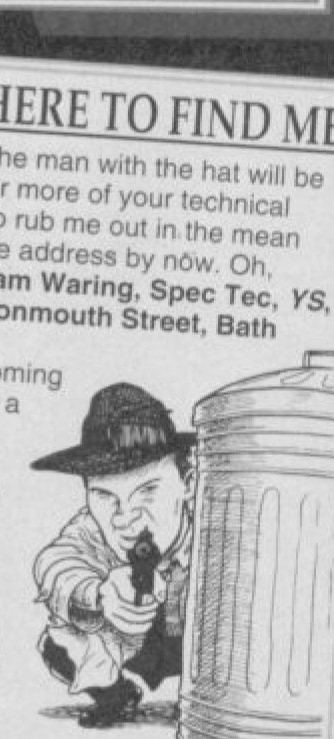


YOU KNOW WHERE TO FIND ME

That's it for this month. The man with the hat will be back next issue to answer more of your technical teasers – if no one tries to rub me out in the mean time, that is. You know the address by now. Oh, you've lost it. Write to **Adam Waring, Spec Tec, *YS*, Future Publishing, 30 Monmouth Street, Bath BA1 2BL.**

So keep those letters coming in – I could always do with a few bucks to see me through. Just do me one favour, will ya? Don't send saes – I've got too many other cases to follow up to reply to you all personally. I'll try and answer as many, wide ranging questions as I can, though.

'Til next time...



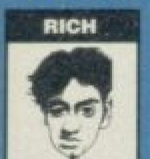
WORLD CUP





When the smoke cleared, the two teams realised that the atom bomb had left them as shadows of their former selves!

D&H Games/£3.99 cassette
☎ 0462 816103



Football's an odd game, and amateur football players are even odder. Why, oh why, do they have such an urge to get out of their nice warm beds and go and stand in the middle of a cold field? I could understand it if they got vast amounts of money, but they don't. They just get bruised ankles and, if they're lucky, a Mattesons liver paté sandwich. It's one of life's great mysteries!

Having slagged D&H's re-released *Cricket Captain* off into oblivion elsewhere in this month's YS, it looks like here we go, here we go, here we go (again) with *World Cup*.

What's more, the programmers are so cheeky that they haven't even tried to do anything different with it! In fact the only major playability differences that I could find were the inclusion of an option to speed up the (crap graphic-ed) animated match highlights and the fact that the proper names are used for each countries' team. Oh, and the welcomed lack of huge pauses in the original is lost, thanks to the upgrade to machine code from BASIC. Hardly the kind of improvements that I'd have hoped for. Especially considering the fact that programmers have had over ten years (yes ten!) since *Football Manager* was originally released on the Sinclair C5. Or whatever.

Having said that, even the best management games such as *European Superleague* and *Footy Manager 2* which, presentation-wise, have at least moved on a stage or two, still seem to feel a little thin in the playability department. With the type of games around today, this begs the question – can full-on management games still actually stand up? Methinks, with a game this poor, 'tis highly unlikely. In fact, if I hadn't already used the 'whopping great steaming pile of poo' methaphor this issue, then I think it'd be particularly appropriate to conclude with it here as well. ✪



Of course you at home might not have the right size of whip, so we recommend some stout rope, cord or hosepipe.

BLIM!

Despite being the capital of unified Germany, Berlin hasn't got a first division side. Coo, eh? Mind you, you can buy very cheap sausages on the terraces, so I suppose that's some consolation.

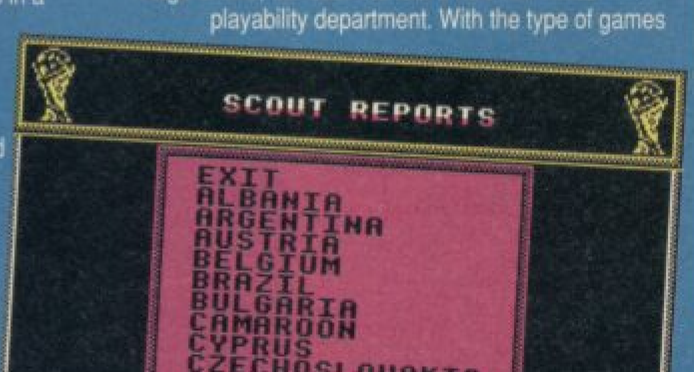
You couldn't manage a ham roll!

Technically speaking there is little to initially fluster about. Apart from its. Timing. That is. (Sorry – that was a crap version of an Alexi Sayle joke, but it didn't seem to work quite so well on paper. Hem.) Everything that you'd expect to be able to do in a management game can be done. In other words players are bought/sold, matches arranged and played, team tactics carefully considered, players trained and so on, with all options selected using exactly the method that you'd expect to be using in a management game, in other words via a whole load of lists.

Sounds a bit like *Football Manager* so far, doesn't it. And I think that this is no mere co-incidence. *World Cup* is sadly an unashamed rip-off of *Football Manager*.



So where are Cleethorpes then eh? Isn't this the Molton East Co-op Sunday league?



Come on over here all you Egyptians if you think you're hard.

CUT OUT AND KEEP!

WORLD TUNNELLING
071 3772020

THE BEST TEAM IN THE WORLD!

Spurs are the greatest team ever, here's the reasons why...

- Gary Lineker – a lovely boy!
- Ozzie Ardiles – the most beloved Argentinian ever. Even during the Falklands war, the great British public were rooting for Ozzie.
- Hoddle and Waddle – that hair! What plonkers!
- Alan Sugar likes 'em – he must do, he owns them!
- Linda had a friend at primary school who had a brother who was once a goalie for Spurs. QED!

FINAL VERDICT

LIFE EXPECTANCY 30°	ADDICTIVENESS 24°
GRAPHICS 18°	INSTANT APPEAL 32°

DIAGNOSIS

An absolutely dire football management game that is only fractionally better than the original *Football Manager*.

31°

ADVENTURE A

Tim Kemp's got a word or two to say about the Speccy's finest adventuring hour!

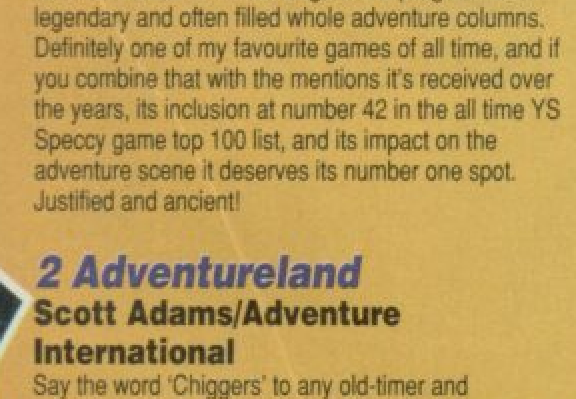
Aching eyeballs ahoy! To find the 15 greatest adventures ever, I sorted through well over 1000 adventure articles and reviews, taking note of what adventure reviewers have said over the last 10 years. Then applying a bit of common sense, a dash of chart-busting adventures and a hint of my own personal prefs, I came up with the following...

1 The Hobbit
Melbourne House

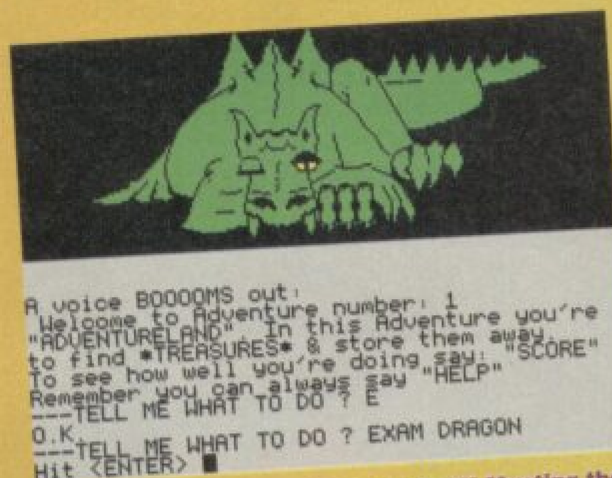
What can one say about this game that hasn't already been said? One of the first Spectrum adventures to feature decent graphics, one of the first to feature intelligent characters, each seemingly with a life of their own. One of the first 'licensed' games, and a chart topper to boot, this was based closely on JRR Tolkien's novel of the same name. Bugs in the program were legendary and often filled whole adventure columns. Definitely one of my favourite games of all time, and if you combine that with the mentions it's received over the years, its inclusion at number 42 in the all time YS Speccy game top 100 list, and its impact on the adventure scene it deserves its number one spot. Justified and ancient!

2 Adventureland
Scott Adams/Adventure International

Say the word 'Chiggers' to any old-timer and Adventureland will spring into their minds. It was my introduction to adventuring. It had all the required fantasy ingredients: a magic axe, treasure, a magic carpet, an underground world, a bubbling larva lake and trees. The game that hooked thousands and thousands of adventurers.



Getting down to nature in *Adventureland* – this opening scene is remembered with warm affection by literally thousands of spelunkers.



"I do not think you wanted to do that!" Meeting the friendly neighbourhood dragon in *Adventureland*.

3 Colossal Adventure
Level 9

Truly colossal. This is the best re-working of the Crowther and Woods mainframe classic, and it helped put adventures on the map. There were hundreds of locations to visit, scores of problems to solve and simply reams of superlative text to read. How Level 9 managed to pack so much into 48k is beyond me.

4 Lords Of Time
Level 9

A time travel adventure from the undisputed masters of quality games: Level 9. Strangely enough this was written by Sue Gazzard and not the usual Level 9 crew. A trip into a grandfather clock leads you to discover various time zones that can be journeyed to at will. Some of the best problems ever programmed pop up throughout the game. Well paced and superbly designed.

5 Tower of Despair
Games Workshop

Part one of this two part game was tremendously powerful. You could tell things were going to be quite serious when you came across an innkeeper lying amidst the wreckage of a bar room with a broken back. Demons, death, and mayhem were rife. Atmospheric location descriptions and a fully illustrated manual that complemented the text superbly.

6 Mordon's Quest
Melbourne House

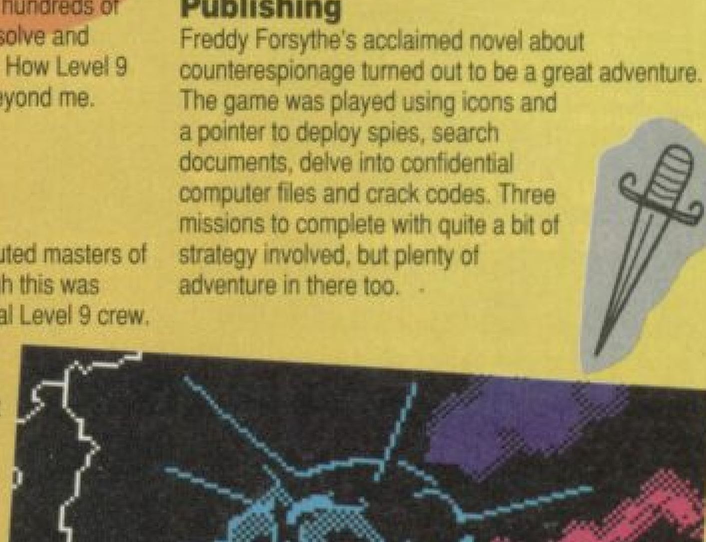
A vastly underrated game that sort of snuck onto the adventure scene. Solid (redesigned 40 column) text, a ton of probs, a plot featuring seven lords of time, seven parts of a life controlling machine, a pygmy, man-eating plants and time travel. What more could one possibly want?

7 The Sorcerer Of Claymorgue Castle
Scott Adams/Adventure International

This one's Scott's 13th adventure and the parser was creaking a bit by this time, though his ability to come up with really unusual problems was still there. All you had to do was find 13 stars of power which were hidden somewhere in Claymorgue Castle by Vileroth, an evil wizard, who had stolen them from Solon, a good wizard. You play Beanwick and you have to retrieve the stars. Packed with devious problems and twists and turns.

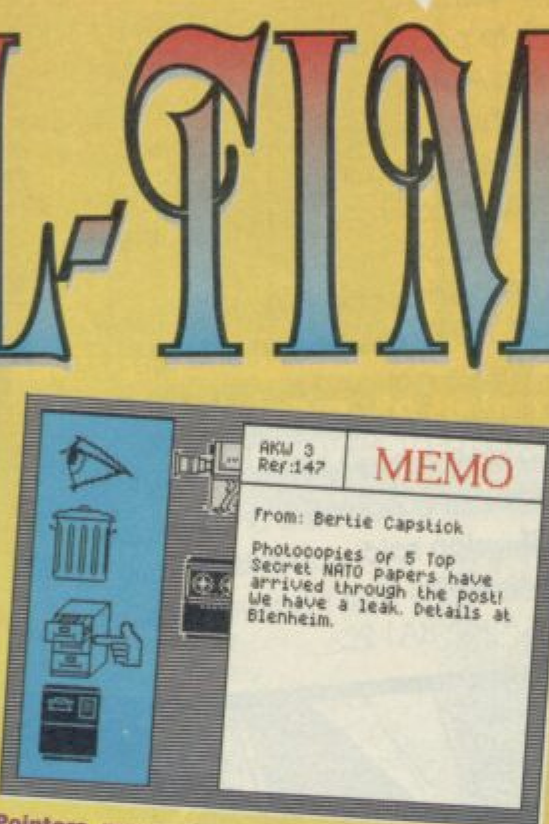
8 The Fourth Protocol
Electronic Pencil/Hutchinson Publishing

Freddy Forsythe's acclaimed novel about counterespionage turned out to be a great adventure. The game was played using icons and a pointer to deploy spies, search documents, delve into confidential computer files and crack codes. Three missions to complete with quite a bit of strategy involved, but plenty of adventure in there too.



Christopher Wren plays an adventure. "Call yourself an architect? Call this a tower? Pshaw! I despair, I really do."

LL-TIME GREATS



Pointers, menus, icons and intrigue – they're all to be found in *The Fourth Protocol*.

9 The Golden Baton
Brian Howarth/Digital Fantasia

Brian Howarth was a kind of British equivalent to Scott Adams. The Digital Fantasia label boasted loads of titles ranging from hack 'n' slash to time travel. *The Golden Baton* had everything going for it – decent problems, nice (if slow to draw) graphics, slugs and salt (if I remember correctly) and... er, a Golden Baton!

10 The Pawn
Magnetic Scrolls/Rainbird

Mike Gerrard said: "This is the first adventure that'll give Speccy owners a hint of what it's like to play an Infocom game." And he was right! It came complete with a novella and a rich heritage. Originally appearing on Sinclair's QL, it soon became legendary in the adventure field. Set in the land of Kerovnia it was a simple tale of sword and sorcery, myth and monsters. Masses of problems to solve, heaps of brilliant text: a masterpiece.

11 Dr Jekyll & Mr Hyde
The Essential Myth / Zenobi Software

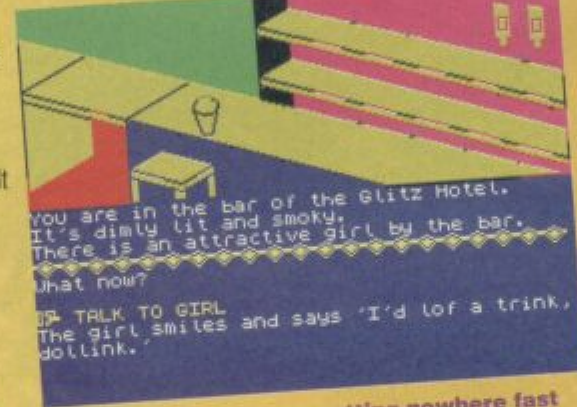
Undoubtedly you'll have heard the name of Jekyll and Hyde before, but have you played the game? All the famous elements were there, from creating a potion to transform the meek Dr Jekyll into the despicably sinister Mr Hyde, through to Hyde walking the foggy London streets in search of twisted pleasures... very atmospheric. (Still available from Zenobi Software on 3" disk, 128k tape and 48k tape versions) *(Ahem. Plug, plug! Ed)*



Things get seriously spooky in *Dr. Jekyll and Mister Hyde* (and this is only the loading screen.)

12 Velnor's Lair
Quicksilva

A pretty basic game (literally) that somehow managed to hook a hell of a lot of people. More wizards to battle, more fantasy objects to collect and use, more treasure to steal. You could use a bit of magic to help you in your quest which was to simply find and destroy the wizard Velnor.



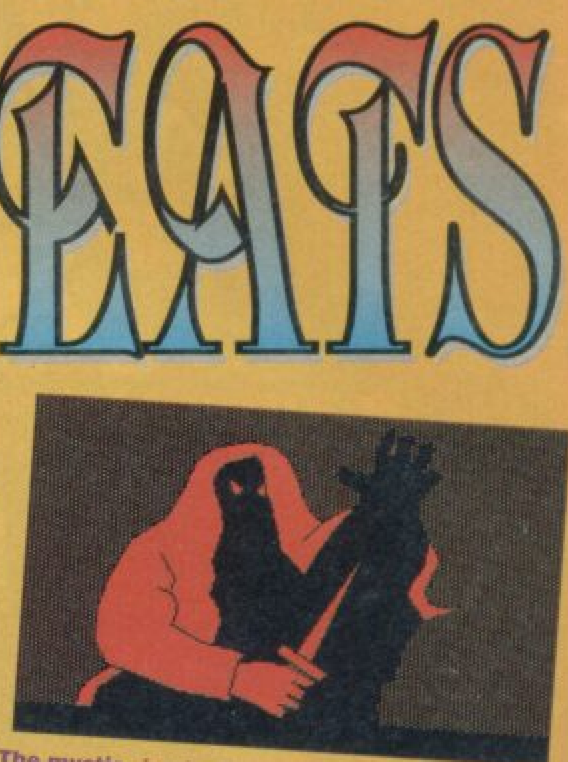
She vonts to be alone – getting nowhere fast with the fraulein in *Valkyrie 17*.

13 Valkyrie 17
The Ram Jam Corporation/Palace Virgin Gold

The Red kipper flies at midnight! The fourth Reich, Nazi 'sleepers', secret weapons, mysterious messages, taped conversations – all of those were to be found in *Valkyrie 17*. Pretty graphics accompanied the excellent text descriptions and messages. The game came complete with metal badge, multi-page dossier and ansaphone messages recorded on the tape too. Unusual and fulfilling.

14 Bored Of The Rings
Fergus McNeill

"The Jester" proved time and again that all you needed to do in order to sell a game was to take a popular myth, legend, novel or film and spoof it to high heaven. Et voila – instant fame and success. *Bored* poked good-natured fun at the epic The Lord Of The Rings, and became a deserved smash hit, catapulting Fergus's homegrown software house Delta 4 into the big time. The first Tolkien burlesque, and also the funniest and best. Subtle gags, belly laughs and a tricky game to boot. What more could you ask for?



The mystic ring in *Bored* lets you down again. (Are you sure it didn't come from Ratner's?)

15 Axe Of Kolt
FSF Adventures

A modern day classic 'sword and sorcery' epic. You play the part of an out of work musclebound mercenary who has to do all manner of heroic, and not so heroic deeds, to make ends meet. I've got a feeling that had 'Kolt' appeared around five or six years ago then the author, Larry Horsfield, would have been very famous indeed.

Well, those were the goodies of yesteryear that appealed to me and many other adventurers. Other really splendiferous titles included: *Robin of Sherwood (The Touchstones of Rhianon), Tir Na Nog, Mountains of Ket, Halls Of The Things, Retarded Creatures* and *Caverns, Agatha's Folly, Questprobe 1 (The Hulk), Espionage Island, Four Minutes to Midnight*, etc, etc.

Those were the goodies – here are five of the not-so-goodies. Feel free to cringe if you remember buying them.

1 Soho Sex Quest?

Possibly the most outrageous adventure of all time. The title says it all really. Er, not that I ever played it of course. Ahem! (Blush!)

2 Hampstead
Leever & Jones/Melbourne House

I know this game was a massive hit, but what the hey! I'll fly in the face of fashion and say that this ten-quid, text only QUILL-ed effort was dire. The follow up, *Terrormolinos*, was quite good though.

3 Snowball
Level 9

Despite having 7000 locations, they were largely made up of transpex tubes and elevators to and from levels of a five mile long spaceship! One of the only really not-so-hot titles by Level 9. It's true, even the very best slip up every now and then!

4 Eureka
Domark

£25,000 was up for grabs for the first person to solve this game. Crap graphics, crap gameplay, crap atmosphere: combined with the hardest problems I've ever seen meant that whoever won the dosh bloomin' well earned it!

5 Subsunk
Firebird

A submarine sunk adventure with one main theme: escape! One of the first budget games from Firebird, this one must have sold thousands of copies. I think it was possibly the worst of all the games that were around at the time.

Bonanza Bros Compo

The *Bonanza Brothers* story must be quite well known to you by now. If it isn't, just turn back to page 14 and take a peek at the Megapreview. Alternatively, just look at this super picture for a while. Unless you've got the IQ of sheep with communication problems, you should be able to work out that the Bon Bros are thieves. But! They're no ordinairy thieves, they're good thieves. Yep, they've seen the light. Sort of.

Now here's your chance to win your very own *Bonanza Brothers* T-shirt. These pret-a-porter garments are made of 100% pure cotton and are dyed using the finest colours from the Far East. We've got a full hundred of these trendy designer items to give away and you could be one of the lucky winners. All you have to do is tell us what we're saying! Write your witticisms on the back of a postcard or envelope under the headings **Linda said...**, **Jon said...** and **Andy said....** Send the whole caboodle off to "Hello, hello, hello! That's not vey original, is it?" YS Compos, 29 Monmouth Street, Bath, Avon BA1 2DL.



RULES

- Lovely though they are, nobody who works for Future or US Gold is allowed to enter this compo.
- Hutch is Chief Of Police in this quarter, cheat and he'll send you down.
- All entries must be with us by the 15th of May, 1992.
- Anybody who sends in multiple entries will be immediately disqualified.



HAYLP!



Back again, to help sort out your complex emotional and physical probs, agony cousins Linda and Hutch ask you to recline on the couch and start from the beginning.

TWIN FREAKS?

I love Twin Peaks
A Twin Peaks Fan
P.S. Audrey's horny

Linda says: *That is a bit of a problem, because Twin Peaks isn't on anymore.*
Andy says: *You're right, she's horny as hell, although not as attractive as Jennifer Connelly, well known as the most attractive human being on the face of this diseased and polluted orb we commonly refer to as Earth.*

LOVE SICK IN THE HEAD

I'm unwanted. Most people say I'm weird but my conflict is open. I do try to communicate with my jellies but the ice-cream gets in the way. When I meet people I try to be friendly by saying "Watch out for the pineapples," but all they say is,"Nicholas you're weird." Once I tried killing myself with two sharp lemons, but my mum stopped me. She said, "If you want to kill yourself try eating five pounds of butter, it's much more painful." After all that my Speccy opened a bank account in my name. I will give you permission to help.
Nicholas Bengy

Linda says: *Most people feel unwanted some of the time. The only people who don't are those ultra-confident, smartly dressed hair-dos who stalk the sets of Dallas and Dynasty.*

The thing to do is convince yourself that you are an ace individual and society is better for your existence. If you believe it enough, then sooner or later other people will start believing it too.

Personally, if I met someone and the first thing they said to me was "Watch out for the pineapples", I'd be intrigued. Mind you, if that was their entire conversation, I'd just be bored.
Andy says: *Sorry Nick but if you're going to go around crushing lemons on your arms, then I'm not terribly surprised you're unwanted, I mean have you ever smelt mouldy lemon: it's awful. Try showering.*

LOSER IN LOVE

For some reason girls don't really like me. You see, on Valentines day the other guys in my class get one or two cards, but I get bog all, excuse my French. This really gets to me, so at playtime I duff them up. My mum and other people (grown-ups) say "What a handsome young man", but if I am as handsome and lovely as that, why don't girls fall for me? At school discos I jazz up my hair with five gallons of gel on it, clothes neatly brushed and it's all that bother for bog all! (Oops!) What *am* I doing wrong? I need help, please!
Yours hopefully,
An anguished YS fan

Andy says: *I know exactly what you're going through. I'm one of the handsomest sex fiends on legs and yet the opposite sex ignored me completely in droves. The answer's simple of course, don't worry about it, someone will notice you. If you get all anxious you'll probably blow your chances; it wasn't until I started treating girls simply as friends that I got my first girlfriend. I do feel however that five gallons is a bit too much gel to bung on your bonce, the odd squirt will suffice.*
Linda says: *Girls always think that boys don't worry about girls. You see, girls are so busy worrying that nobody fancies them that they completely fail to notice when a boy does smile at them. Y'know, you could walk straight up to most girls, declare undying love and they'd just think you were joking. Andy's right, friendship is the best way forward. Anyway, I've never had a Valentine's card in my life.*

CH-CH-CHANGES

I've got this awful problem. You see, I'm at secondary school and so have got to take part in sports. The problem is that the other boys are getting hairy all over their bodies. What's more my thing is very small and the other boys tease me about it in the showers after rugby. It's making me very upset as I've got no-one to talk to, even my best friend is going through changes. I've started skiving off games because I'm so embarassed. What should I do?
A worried YS fan

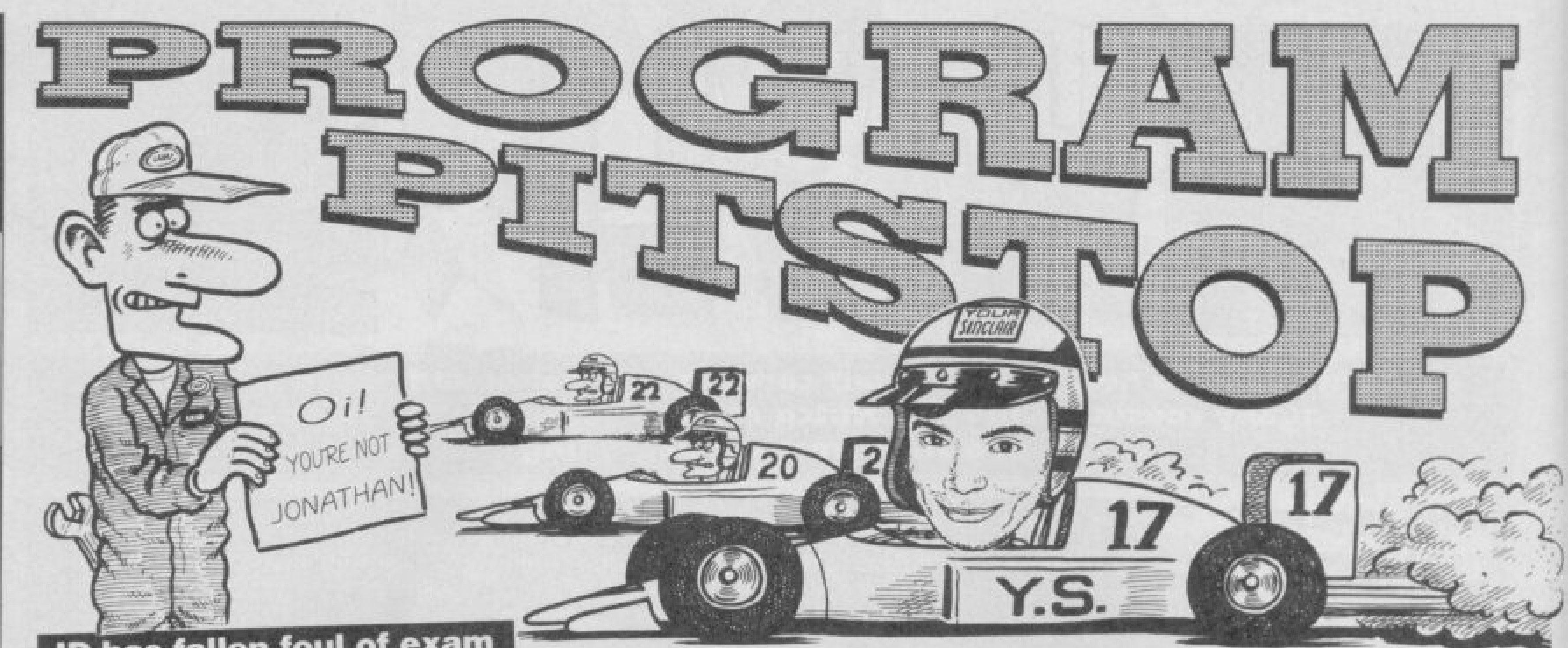
Linda says: *Girls go through exactly this kind of problem as well, although we don't get teased about not getting hairy, but about not growing protuberances. When I was at school I found that the best way of dealing with it was to nip quickly in and out of the showers and whack some clothes on. You'll have to muddle through, but if it's any consolation, it won't be long before your body's going through the same hormone treatment as the other boys.*
Andy says: *I know it's not much consolation, but I really shouldn't worry about the other boys. I mean, along with all those "changes" that the other chaps are going through come spots, strange feelings and odd lumps in the trouser department. I'd enjoy the peace and quiet, because hereafter your bodies going on one whopping great emotional roller coaster. I'm only just emerging from it all over a decade on. Oh to be able to wear short trousers again!*

MOVE ON UP

My family have recently moved county. I've had to change schools and I really miss all my old friends. I've been here for three weeks now and I still haven't made any proper friends. how long does it take?
John
Harpenden

Linda says: *It's up to you to make the first move. Just take things easy and be yourself.*
Andy says: *It's hard changing schools, especially when everybody else is already nice and settled. You can't just barge in, you'll have to edge your way in gradually. Like a little mouse.*

Right, that's you lot dealt with for another month. If you've got any problems you think we might be able to help with then drop us a line at Haylp!, Your Sinclair, 30 Monmouth Street, Bath, Avon, BA1 2BW.



JD has fallen foul of exam fever, so he's listening to loads of relaxation tapes. Luckily, we've got CRAIG BROADBENT. He's never owned a relaxation tape, and he's not into yoga either. But he has got some rather nice lists ...

Another new face! Yes, it's sad but true – the bane of university students everywhere, namely the last year and the dreaded final exams, has befallen poor old JD. He's had to make the tough decision of whether to climb out of the metaphorical abyss clutching a draft copy of Program Pitstop or a degree. It'll be evident to you by know that he's chosen the latter, which leaves me conveniently sitting by my SAM word processor with a pile of programs, a Speccy to try them out on, an empty mug displaying a distinct lack of tea, and a Pitstop to write. I don't know what to do first – put the kettle on, or introduce myself. *(That's a good idea! Ed)* Okay, I'm Craig Broadbent. Even though I often get mistaken for Keanu Reeves on the street. *(Me too! Ed)* Hopefully, I'll be sitting in this rather dashing racing car for a while. So let's get on with it shall we? *(Yep, then Linda can type it all up. Ha! Ha! Ed)*

GRAPH-ED

by Daniel Azzopardi

The pick of this month's rather meagre bunch of entries was sent in by Daniel Azzopardi. You may remember his entry in November's Pitstop, that won him fifty smackeroonies and he's onto another nice little earner. Daniel's winning entry this month is a nice little utility which is, in the words of its author, "interesting and useful, unlike many message scrollers." Hmmm, yes, I think he's made his point.

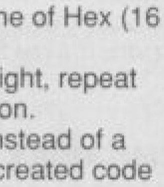
Anyway, the utility in question is a graphics editor which ennables anyone who's not quite up to sprite level to design and use up to 256 UDGs in their programs. This is a good step up from the not-nearly-enough 21 that are normally allowed. The difference here is that, instead of being stored in the normal UDG memory space, these are chucked in at 25600 (the other end of the RAM, if I remember rightly) and take up to 2K's worth when all 256 UDG's are used.

There are two listings, a BASIC program as usual and a Hex dump. Type in the BASIC and SAVE "Graph.Ed" LINE 500. Then enter the Hex and save with SAVE "GraphCode" CODE 50000, 704. All this has to be done in 48K mode on 128Ks.

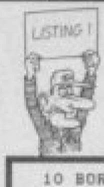


By all accounts, this Hex business has been giving a number of people hassle, not least Peter Cadegan who lives just down the road from me in Corsham. Just for you Peter, and anyone else who's stumped, here's a more-detailed-than-usual guide to entering Hex...

- Type in the Hex Loader and save it on a seperate tape for future use.
- RUN it, enter the Start Address (the first five digit number in the listing).
- When prompted, enter the line of Hex (16 characters).
- Enter the checksum on the right, repeat for the next line of Hex and so on.
- At the end, enter STOP instead of a line of Hex and save the created code after the BASIC.
- If you still don't understand try reading the article in Spec Tec, issue 68. *(Simply turn to Back Issues on page 49 to order your copy. No fuss, no tears – just simple! Ed)*



That's enough of that, back to business! All the control keys for Daniel's program are listed when the program is running, so I won't bother writing them all out here. After you've generated your graphics and pressed Z they'll be saved in normal UDG format to 25600. By normal UDG format I mean 8 bytes each, each byte representing a line and each bit representing a pixel when expressed in binary form. And that's it. *(Phew! Linda)* If you've got something better lying around, send it in and win 50 quid!



Graphic Edition Basic

```
10 BORDER 1: PAPER 0: PEN 7: CLS
20 FOR f=USR "a" TO USR "b"-1: READ a: POKE
f,a: NEXT f
30 DATA 255,129,129,129,129,129,129,255
40 GO SUB 70
45 RANDOMIZE USR 50000
50 INPUT "Save file name?";n$: IF LEN n$>9
THEN GO TO 50
60 SAVE n$CODE 25600,2048: VERIFY n$CODE : STOP
70 PRINT "The Graphics Editor"''
"By D.Azzopardi 1991"
80 PRINT '''"Press Z to save graphics once
you have finished editing them."
90 PRINT '''"Do you wish to load data ?(Y/N)"
100 LET n$=INKEY$: IF n$="" THEN GO TO 100
110 IF n$="y" THEN GO TO 130
120 RETURN
130 CLS : PRINT "Enter name of file:"
140 INPUT n$: IF LEN n$>9 THEN GO TO 210
150 PRINT '"Looking for ";n$: LOAD
160 REM To see graphics
170 REM immediately,try typing
180 REM
190 REM POKE 23607,99: POKE 23606,0
200 REM
210 REM Type GO TO 9999
220 REM to return to normal
230 REM
240 REM GO TO 250 to Save.
"GraphCode"CODE 50000,704: STOP
250 SAVE "Graph.ED" LINE 500: SAVE
500 CLEAR 49999: LOAD ""CODE : RUN
9999 POKE 23607,60: POKE 23606,0
```

Graphic Edition Hex

LISTING 2

```
50000: C3 1B C4 21 00 40 11 01  Checksum = 533
50008: 40 01 00 1B 36 00 ED B0  Checksum = 559
50016: 21 00 58 11 01 58 01 FE  Checksum = 482
50024: 02 36 07 ED B0 C9 FB DB  Checksum = 1147
50032: FE E6 1F FE 1F 28 06 76  Checksum = 964
50040: 3A 08 5C 4F C9 0E 00 C9  Checksum = 653
50048: 10 05 16 0A 0F 53 50 41  Checksum = 296
50056: 43 45 20 2D 20 4E 45 58  Checksum = 480
50064: 54 20 43 48 41 52 16 0B  Checksum = 435
50072: 13 5A 20 2D 20 52 45 54  Checksum = 453
50080: 55 52 4E 16 0C 10 51 57  Checksum = 463
50088: 45 52 20 2D 20 4D 4F 56  Checksum = 502
50096: 45 4D 45 4E 54 16 0D 13  Checksum = 431
50104: 54 20 2D 20 49 4E 56 45  Checksum = 499
50112: 52 54 20 16 0E 0F 45 4E  Checksum = 396
50120: 54 45 52 20 2D 20 48 4F  Checksum = 495
50128: 4D 45 16 0F 13 43 20 2D  Checksum = 346
50136: 20 43 4C 45 41 52 3E 02  Checksum = 455
50144: CD 01 16 11 80 C3 01 5E  Checksum = 663
50152: 00 CD 3C 20 06 08 0E 08  Checksum = 333
50160: 3E 16 D7 78 C6 0A D7 79  Checksum = 963
50168: 3C 3C D7 3E 90 D7 0D 20  Checksum = 801
50176: EF 10 EB C9 21 00 40 11  Checksum = 805
50184: 00 64 0E 00 E5 06 08 1A  Checksum = 383
50192: 77 13 24 10 FA E1 23 0D  Checksum = 713
50200: 20 F2 C9 CD 53 C3 CD 04  Checksum = 1167
50208: C4 CD DE C3 21 00 58 11  Checksum = 956
50216: 00 64 36 83 2B 36 07 23  Checksum = 424
50224: CD 90 C4 CD 76 C5 CD 90  Checksum = 1414
50232: C4 CD 53 C5 76 76 CD 6E  Checksum = 1232
50240: C3 79 28 FA CD 53 C5 79  Checksum = 1212
50248: 28 E0 FE 20 28 2A FE 7A  Checksum = 1008
50256: 28 3C FE 5A 28 38 FE 0D  Checksum = 807
50264: 28 2D FE 43 28 06 FE 63  Checksum = 805
50272: 28 02 18 C6 D5 06 08 AF  Checksum = 666
50280: 12 13 10 FB D1 E5 D5 C5  Checksum = 1152
50288: CD 04 C4 C1 D1 E1 18 B2  Checksum = 1234
50296: 23 C5 06 08 13 10 FD C1  Checksum = 727
50304: 7C FE 59 28 02 18 A3 36  Checksum = 750
50312: 07 2B 36 07 18 96 FB C9  Checksum = 737
50320: 06 01 D5 F5 F1 1A 07 F5  Checksum = 984
50328: CD F9 C4 F1 07 F5 CD 02  Checksum = 1350
50336: C5 F1 07 F5 CD 0B C5 F1  Checksum = 1344
50344: 07 F5 CD 14 C5 F1 07 F5  Checksum = 1167
50352: CD 1D C5 F1 07 F5 CD 26  Checksum = 1167
50360: C5 F1 07 F5 CD 2F C5 F1  Checksum = 1380
50368: 07 F5 CD 38 C5 F1 13 F5  Checksum = 1215
50376: 04 78 D6 09 20 C6 F1 D1  Checksum = 1027
50384: C9 D5 E5 C5 11 20 00 21  Checksum = 922
50392: 42 59 19 10 FD C1 22 E4  Checksum = 904
50400: C4 E1 D1 C9 42 5A CD D1  Checksum = 1401
50408: C4 E5 2A E4 C4 C5 47 23  Checksum = 1194
50416: 10 FD 3A 41 C5 77 C1 E1  Checksum = 1126
50424: C9 CD 42 C5 3E 01 CD E6  Checksum = 1167
50432: C4 C9 CD 42 C5 3E 02 CD  Checksum = 1134
50440: E6 C4 C9 CD 42 C5 3E 03  Checksum = 1160
50448: CD E6 C4 C9 CD 42 C5 3E  Checksum = 1362
50456: 04 CD E6 C4 C9 CD 42 C5  Checksum = 1304
50464: 3E 05 CD E6 C4 C9 CD 42  Checksum = 1170
50472: C5 3E 06 CD E6 C4 C9 CD  Checksum = 1302
50480: 42 C5 3E 07 CD E6 C4 C9  Checksum = 1164
50488: CD 42 C5 3E 08 CD E6 C4  Checksum = 1169
50496: C9 07 30 07 3E 09 32 41  Checksum = 449
50504: C5 18 05 3E 07 32 41 C5  Checksum = 607
50512: C9 03 08 E5 D5 C5 3A 52  Checksum = 991
50520: C5 C8 0A 47 21 00 58 11  Checksum = 614
50528: 20 00 19 10 FD 16 00 3A  Checksum = 406
50536: 51 C5 3C 3C 5F 19 CB FE  Checksum = 975
50544: CB D6 C1 D1 E1 C9 CD D9  Checksum = 1667
50552: C5 FE 1E 28 28 FE 1D 28  Checksum = 882
50560: 10 FE 1B 28 30 FE 17 28  Checksum = 702
50568: 3E FE 0F 28 54 CD 53 C5  Checksum = 940
50576: C9 3A 51 C5 3C FE 09 28  Checksum = 900
50584: 04 32 51 C5 C9 3E 01 32  Checksum = 646
50592: 51 C5 C9 3A 51 C5 3D FE  Checksum = 1130
50600: 00 28 04 32 51 C5 C9 3E  Checksum = 635
50608: 08 32 51 C5 C9 3A 52 C5  Checksum = 874
50616: 3C FE 09 28 04 32 52 C5  Checksum = 696
50624: C9 3E 01 32 52 C5 C9 3A  Checksum = 852
50632: 52 C5 3D FE 00 28 04 32  Checksum = 688
50640: 52 C5 C9 3E 08 32 52 C5  Checksum = 879
50648: C9 3E FB DB FE E6 1F C9  Checksum = 1449
50656: 00 E5 C5 D5 F5 3A 52 C5  Checksum = 1221
50664: 3D 6F 26 00 19 E5 D1 3A  Checksum = 731
50672: 51 C5 47 1A C5 CB 17 10  Checksum = 814
50680: FC 3F C1 CB 1F 10 FC 12  Checksum = 1028
50688: CD 04 C4 F1 D1 C1 E1 C9  Checksum = 1474
50696: 00 00 00 00 00 00 00 00  Checksum = 0
```

FADE IN FADE OUT

by Daniel Funnell

This is one for all you BASIC programmers who don't like having several incomprehensible Hex routines hanging around in memory. It may not be as sophisticated as all the machine code faders that have featured in Pitstop over the aeons, but it does do its job neatly. Actually, it's a bit like the one in *Op Wolf.*

The originator of this routine is a Mr Daniel Funnell who seems to think that spelling is something that happens to other people! The program is pitifully easy to use and I've altered it to make it a bit more friendly. Just substitute the message and the x and y values you want in lines 20 – 30. Better still, stick it in as a subroutine and define values for x, y and s$ each time you call it up. You can alter the time between fades by changing line 60.

LISTING 3

BASIC Section

```
10 BORDER 0: PAPER 0: INK 7: BRIGHT 1: CLS
20 LET s$="a sentence"
30 LET x=10: LET y=10
50 FOR n=0 TO 7: LET t=n: FOR b=0 TO 1: PRINT AT x,y; INK n;
BRIGHT b;s$: IF INKEY$="" THEN PAUSE 2: NEXT b: PAUSE 2:
   NEXT n
60 PAUSE 25
70 FOR n=t TO 0 STEP -1: FOR b=1 TO 0 STEP -1: PRINT AT x,y:
INK n; BRIGHT b;s$: PAUSE 2: NEXT b: PAUSE 2: NEXT n
80 PAUSE 30: GO TO 20
```

SMALL PRINT

by Nigel Grange

Got an Epson-compatible printer? Fancy printing out a screen in quarter-size? What a stroke of luck - this natty program does exactly that. Not only does the printout look good, it saves on the ribbon. There are full instructions in the listing itself, so basically bash it all in and the program will take it from there.

LISTING 4

BASIC Section

```
   1 INK 0: PAPER 7: BORDER 7: C
LS
   1 PRINT TAB 11;"SMALL PRINT"
   2 PRINT TAB 11;"***********"
   4 PRINT "This EPSON compatibl
e routine"
   5 PRINT "simulates the ROM CO
PY routine"
   6 PRINT "but prints the scree
n a quarter"
   7 PRINT "of its usual size."
   9 PRINT "This may not seem us
eful at"
  10 PRINT "first, but gives man
y"
  11 PRINT "advantages."
  12 PRINT "Firstly, the printer
 ribbons"
  13 PRINT "life is extended con
siderably."
  14 PRINT "Secondly, for greeni
es, paper"
  15 PRINT "space is reduced, gi
ving a"
  16 PRINT "much clearer screen-
shot."
  17 PRINT "This routine is inva
luable if"
  18 PRINT "you are trying out d
ifferent"
  19 PRINT "gray-shades for the
printer"
  20 PRINT : PRINT "To Use: Simp
ly have two lines"
  21 PRINT "Such as:",," 10 LOAD
 "screen"screen$"
  22 PRINT " 20 GOTO 9960"
  23 PRINT #1;AT 0,0;"After pres
sing a key, this"
  24 PRINT #1;AT 1,0;"screen wil
l be printed..."
  25 PAUSE 0: BORDER 2
9960 REM ************************
9961 REM ** PRINT-COMPRESSOR **
9962 REM ** BY NIGEL GRANGE **
9963 REM ** EPSON COMPATIBLE **
9964 REM ************************
9966 FORMAT LPRINT "U"
9967 DIM a(11): LET U=0
9968 LET x=0: LET y=168: LET b=6
5
9969 GO SUB 9970
9970 LET a$=CHR$ (27)+"&"+CHR$ (
0)+CHR$ (b)+CHR$ (b)+CHR$ (10)+C
HR$ (a(1))+CHR$ (a(2))+CHR$ (a(3
))+CHR$ (a(4))+CHR$ (a(5))+CHR$
(a(6))+CHR$ (a(7))+CHR$ (a(8))+C
HR$ (a(9))+CHR$ (a(10))+CHR$ (a(
11))
9971 LPRINT a$
9972 LPRINT CHR$ (27)+"%"+CHR$ (
1)
9974 LET V=44/(2-U): LPRINT CHR$
 (27)+"3"+CHR$ (V)
9975 RETURN
9976 LPRINT "ABCDEFGHIJKLMNOPQRS
TUVWX"
9977 RETURN
9978 IF y<0 THEN STOP
9979 DIM A(11): FOR n=x TO x+10
9980 IF n>255 THEN LET a(n-x+1)=
0: GO TO 9989
9981 IF POINT (n,y)=1 THEN LET a
(n-x+1)=a(n-x+1)+1
9982 IF POINT (n,y+1)=1 THEN LET
 a(n-x+1)=a(n-x+1)+2
9983 IF POINT (n,y+2)=1 THEN LET
 a(n-x+1)=a(n-x+1)+4
9984 IF POINT (n,y+3)=1 THEN LET
 a(n-x+1)=a(n-x+1)+8
9985 IF POINT (n,y+4)=1 THEN LET
 a(n-x+1)=a(n-x+1)+16
9986 IF POINT (n,y+5)=1 THEN LET
 a(n-x+1)=a(n-x+1)+32
9987 IF POINT (n,y+6)=1 THEN LET
 a(n-x+1)=a(n-x+1)+64
9988 IF POINT (n,y+7)=1 THEN LET
 a(n-x+1)=a(n-x+1)+128
9989 NEXT n
9990 GO SUB 9970: LET b=b+1
9991 IF x>255 THEN LET x=0: LET
y=y-8: LET B=65: GO SUB 9976: LP
RINT CHR$ (10): GO TO 9978
9992 LET x=x+11: GO TO 9978
9993 REM
9994 REM 128 USERS (NOT +3) MAY
HAVE
9995 REM TO REPLACE LINE 9966
9996 REM WITH
9997 REM POKE 23349,39:
9998 REM POKE 23350,1"
```

WHOOPEE!

It's been a bit quiet in the Pitstop this month, so now is the time to send me that masterpiece you wrote but never thought would get published. 48K programs are preferred as they're then available to all users, and I don't have to go hunting for a +3 to try them out on. Send 'em in, on a tape if poss, to me, CB at Pitstop, YS, 30 Monmouth Street, Bath, BA1 2BW. Oh, and I'm afraid I can't do personal replies to queries but, if you send a decent prog along with any queries they might just get an airing in the national press! Bye!



■ Nintendo entertainment system for sale. Two controls, four games (*Mega Man 2, Double Dribble, Blades Of Steel* and *Super Mario Bros*). Still boxed, great value £125 ono. **Tel Jamie 0934 750526 after 6pm.**

■ For sale: Spectrum 128K plus Kempston joystick and interface with over 75 games including *Outrun, R-Type* and many more. Only £90. If interested **contact Mark on 081 960 4936.**

■ For sale: Spectrum +2, over 250 games, lightgun, mouse and lots of mags. Games like *Hero Quest, Myth, Nightshift* etc. Altogether worth £750. Sell £250 or any reasonable offer. **Ring Simon on 091 262 7934.**

■ Spectrum 81K for sale with 19 games, manual printer and 2 16K extensions all for £40. **Ring Stefan on 071 328 3024 now.**

■ Ideal Xmas present! A Sinclair 128K+ with all leads ready to run with many games and magazines and cover tapes. Ideal for the young enthusiast. No knowledge of computers needed. Games to suit all tastes. £100 ono. Interested? **Call Barry on 0622 686836 weekdays after 6pm.**

■ SAM Coupé 256K for sale boxed and looks and works like new. Unwanted gift with *Sam Strikes Back, Pipemania* and *Future Ball* and one Quick joystick. Quick sell wanted. Asking £175. **Ring Stefan on 071 328 3024.**

■ 128K Spectrum+ for sale. £140 asked for 130 games, 60 demo games include *Sim City, New Zealand Story, Rampage* and lots more as well as 80 magazines including *Your Sinclair* and *SU*. **Phone Stefan on 071 328 3024.**

■ Lightpen by DKTronics for sale – or swap for adventure games. Open to offer. First come, first served. **Contact Paul on 0723 891653.**

■ Speccy 48K for sale in good working order, with leads, datacorder, manual, joystick, mags, and £200 worth of games including *Hero Quest, Return Of The Witchlord, Sim City, Dizzy Collection*, big box of 30 games and loads more. Only £90. **Phone Natalie on 0724 847608 before 12 noon.**

■ For sale: Timex Sinclair 2040 Thermal Printer – ideal for handy sized screen shots for computer fanzines. Perfect condition, with paper – only £25 (including p & p). **Phone Ian on 0538 722626.**

■ Spectrum 48K, good condition – £28, joysticks for £4. **Call Anthony on 0603 403968.**

■ Modem for sale. Prism VTX 5000 in good condition and still boxed. Connection leads included. Worth £50 will sell for around £30. Offers include p & p if necessary. **Call Stephen on 041 774 5405.**

■ ZX Spectrum 48K, with tape recorder, joystick, power pack, all leads and 25 games. £60 ono. **Phone 0344 884087 evenings and weekends.**

■ Spectrum+2 128K. Still boxed. 6 months old. Mint condition. Over £100 worth of software, plus lightgun. Also magazines and tapes. Will sell for £100! **Phone Ben on 0782 644594.**

■ 3 year old Spectrum +3. Over £210 worth of software, joystick, tape lead and serial printer lead. £180 ono. **Call Edmund on 0993 868561 5 – 8pm.**

■ Printer for sale. Serial 8056 compact printer in good condition and still boxed. Connection leads, paper, and a cassette. Will sell for around £40 ono. Any offer considered. **Phone Stephen on 041 774 5405 after 6pm.**

■ Spectrum 128K+3 with joystick, Sharp plotter, Sony tape recorder, PSU pack, all boxed and complete. Over 30 games and over 50 magazines with tapes. Worth over £500 offers from £250. **Tel 06977 3261.**

■ Spectrum +2 with joystick, lightgun and games. Nearest offer to £100. **Phone Robert on 03397 42240.**

■ Spectrum 128+2A *Bond* pack, 12 months old, hardly used. Over £100 worth of software, including *3D Construction Kit, F16 Combat Pilot, Robocop 2* plus many more! Including Cheetah 125+ joystick and £40 of magazines. Only £150 the lot. Bargain!! **Phone Damon on 021 743 7504.**

■ Spectrum 128K+2. With all connecting leads and a joystick £300 worth of games (all originals) also a manual. Includes games like *Chase HQ 1* and *2*. Will sell for £150. **Phone Paul on Birmingham 453 8244 after 3.30pm.**

■ Spectrum 128K +2A with joystick, TV lead, operating manual and programming books and magazines – comes in its original box with about £300 worth of games – bargain price £250. **Phone Daniel on 0689 876378.**

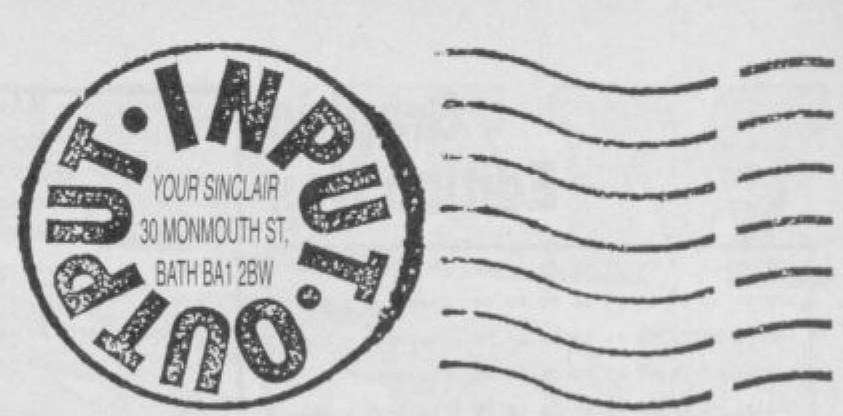
■ Spectrum +3, £100 worth of games, Multiface 3 to change tape to disk, lightgun, 2 joysticks, user manual, 12 blank disks and 8 magazines. All that for £170. **Ring Paul on 0484 863713 5 – 9pm Mon – Fri.**



■ For sale: *Chase HQ, Double Dragon 2, Alien Destroyer, Disco Dan, Punchy, Dizzy 1, 2* and *3, Slap Fight, Batman The Movie, Head Over Heels, Freddy Hardest 1* and *2, Bobsleigh, Legend Of Kage, Game Over 1* and *2, Tank, Athena* and *Arkanoid*. All originals, worth £82 – will sell for £47. **Phone Mark on 091 413 7522.**

■ 17 budget games for sale, all originals, altogether worth £56.83. Will sell for £25. That's 17 games for the price of six. Almost. They include *Turrican* and *Bubble Bobble*. **Phone Robert on 0495 212640 after 5.30pm.**

■ Seven games to swap: *Shadow Warriors, Pro Boxing, Andy Capp, Op Wolf, The Sports Pack, Batman The Caped Crusader* and *Turbo Outrun*. I want *Bart vs The Space Mutants, Navy SEALs, Rodland, European Superleague* and *Turrican 2*. **Phone Paul on 091 266 8378 to do a deal.**



Scoff the chocs, put all those marvy Kinder™ toys together and then turn to Input Output. You could find just what you've been looking for!

■ For sale: *Robocop 2* and *Total Recall*. Brand new – £5 each. **Ring Bognor Regis 864902 and ask for Chris.**

■ Wanted! *Final Fight*. Will swap for *Hard Drivin'* or *Dick Tracy*, originals only. **Tel Andy on Doncaster 883656.**

■ Spectrum 3" blank disks for sale, £2 each or 3 for £5. **Telephone Roger on 0629 584793.**

■ Games for sale, all originals. For full list and prices **phone Chris on 0734 863109.**

■ Many games at low, low prices. **Phone Andrew on 0634 861975.**

■ I want your *Chuckie Egg, Chuckie Egg 2* and *WWF* for my *Footballer Of The Year, Super Hang-on, Airwolf* and *Match Day 2* and *Turbo Outrun*. **Phone Matthew on Greenock 24462.**

■ I will swap *Turrican 1, Top Gun, Bomb Jack 2* for your *Robo 1* and *2, Batman The Movie*. One for one, two for two, three for three. **Phone Steven on 091 3735642.**

■ I will swap *Gladiator, California Games, Kamikaze* and *Ball Breaker* for *Thundercats*. **Phone Liam on 0368 63230 4 – 8pm.**

■ For sale! *The In Crowd, Hard Drivin', Silkworm, Batman The Movie, Turbo Challenge, Monty Python* and *Hammerfist* – the lot for £25 (price inc p & p). All with instructions apart from *The In Crowd* and *Hammerfist*. **Phone 0382 75166.**

■ For sale: 150 games worth over £500 inc *Robocop 2, NARC, Sim City, Shadow Of The Beast* and many more. Will sell for £125 ono (and I'll throw in a joystick). **Phone Andy on 061 427 5060.**

■ Calling all adventurers! For sale – *The Hobbit, War In Middle Earth, Lord Of The Rings, Tir Na Nog, Shadows Of Mordor* and *Heavy On The Magick*. £25 the lot. **Ring Jeremy after 7pm on 0935 840247.**

■ For sale – over £1000 worth of games for the speccy. Including *E-motion* -£1, *Exterminator* – £5, *Chase HQ* – £2. Plus! Loads more. **Ring Stuart on 0948 840672.**

■ Will swap *The Running Man* for your *E-Motion*. Boxed originals both ways. **Phone Luke on 0329 282660.**

■ Speccy games for sale including *Pang, Rainbow Islands, Turtles, Midnight Resistance* and *X-Out*. Many budget games also for sale. **Phone 0295 252861 after 6pm for details.**

■ I will swap or sell the following – *Hero Quest, 3D Construction Kit, F16 Combat Pilot, Chuck Yeager's Advanced Flight Trainer*, and also *Double Dragon* for the Game Boy. All original. **Phone Aid on 0242 251447 and make an offer!**

■ I have 49, yes 49, copies of Crash Magazine, Issue nos 16 – 64. Only £10. Plus any other computer mags and loadsa posters if you want 'em. **Phone Russell on 0753 888694.**

■ I want your *Skool Daze, Bak 2 Skool* and *The Crypt* for *The Great Escape, Paperboy, Slightly Magic, Yogi Bear And The Greed Monster, Dragon Ninja, Rambo I*, and *League Challenge*. I also have *Orienteering Sim* and *Study Physics* to swap if anyone's interested. **Phone Scott on 0307 62734.**

■ I will swap my *Ping Pong, Spooky Castle, World Series Baseball, Moon Walker* and *Daley Thompson's Decathlon* for your *Untouchables, Licence to Kill, Rambo 3, Return Of The Jedi* and *Bubble Bobble*. 48K only. One for one. **Phone Lee on Nottingham 870161.**

■ For sale: £450 worth of games. Including *Oriental Games, Chase HQ* and *Altered Beast*. Will sell the lot for only £175. **Phone Berni on 0782 817500 after 4pm.**



■ Wanted! Instructions for Spectrum 128 +3. Urgent. Also data recorder to match 128 +3. **Phone 0298 813376.**

■ Wanted! *Death Wish 3*. I am willing to swap for several budget games or a reasonable price, no copies. **Phone Chris on 0427 668501.**

■ Wanted! Printer rolls for Alphacom 32 printer. **Phone 0405 769488.**

■ Wanted! Multiface 3, will pay good money. **Call Roger on 0629 584793.**

■ Urgently needed: original copy of *Sentinel*. Will pay full price! **Tel 0733 239069 after 6pm and ask for Mark.**

■ Wanted! *Jet Set Willy 2, Fairlight* and *Match Point*. I will swap *R-Type, Army Moves, Barbarian 2* and *Star Wars*. Originals only please. **Phone Dean on Birmingham 449 6977.**

■ Wanted! *Final Frontier* tape for 48K Spectrum. Pick up/drop icon adventure game, must be working. **Phone Kirk on 071 674 7529.**

■ Wanted! ZX interface 1 and 2 and microdrive. **Phone 0302 844664 4 – 7pm and ask for Andrew.**

■ Wanted! Disks, manuals, for Spectrum +3. Also manuals, cartridges for Atari XE 130. **Phone Angie 0274 882124.**

■ Wanted! *WWF* or *Golden Axe*. I will swap *Double Dragon 2* and *Double Dragon 3 demo, Space 7, Super Sprint, Avalanche* and *Pokerama*. *(That is, one game and one mag 7 tape! Ed)* **Phone David on Southend on Sea 206041.**

■ Will swap *Wonder Boy, Saboteur 2, Tribble Trubble, Scooby Doo, Rainbow Islands* and *Pippo* for *Operation Wolf* or *Thunderbolt, Robocop* and *Rambo 3*. Or *New Zealand Story, Chase HQ* and *Aliens* or *Run The Gauntlet, Paperboy* and *Ghosts And Goblins*.

BOOK YOUR FREE AD HERE

If you'd like to advertise in Input/Output, please write in BLOCK CAPITALS below and send the coupon on the back of a postcard to Input/Output, *YS*, 30 Monmouth Street, Bath BA1 2BW. If you are under 18 please ask your parent or guardian to sign the coupon for you, and don't forget to add your phone number. We can't accept any software sales, and this service is only available to private advertisers.

Please enter my advert under the following classification:

Hardware ❑ Software ❑ Wanted ❑ Messages & Events ❑ Fanzines ❑

Name .... Address..............................

....

.... Postcode..............................

Tel No .... Signature of parent/guardian if under 18 ....

MAGAZINE HEALTH WARNING — Think before you snip – most people use a photocopy instead

YS 76

Sorry, but *YS* can accept no responsibility for the ads placed in Input/Output

I will give you all the tapes I have listed plus *3D Stock Car Championship*, *Daley Thompson's Decathlon*, *Chuckie Egg* and *Subway Vigilante* for *Moonwalker*, *Dizzy Prince Of TheYolk Folk*. Games desperately needed! **Phone Christopher on 0365 327210.**

■ Wanted! Any reasonable or good games on disk for +3. Cash paid. **Phone Ralph on 0353 798405 after 6pm.**

■ Wanted! *Sim City* and *Carrier Command*. Will swap for *Back To The Future 1*, *Ghostbusters 2*, *Match Cricket* or others. **Phone Phil on 0698 425200.**

■ Wanted! Aluminium coated 4" wide paper for Sinclair Spectrum ZX printer. **Phone David on 0555 811300 after 5pm.**

■ I am in desperate need of the latest (and last) version of MGT Disciple's ROM. Anyone who can help me please **phone Stavros Athens 8314618.**

■ Wanted! *Donkey Kong*. I know it's old but someone must still have it. **Phone Mark on 0654 711738.**

■ Wanted! *Jack Charlton's Match Fishing*. Original only. Pay £10 ono. Desperately wanted. **Phone Daryll on Swindon 722582 after 6pm.**

■ Wanted! Some of those excellent Top 100 games! *Stop The Express* (Sinclair), *Jumping Jack* (Imagine) and *Lightforce* (FTL). Will pay well. **Ring Colin on 0737 241265.**

■ Wanted! *3D Construction Kit*. To get it, I'm willing to part v:ith *Toobin*, *Dizzy*, *Phantomas*, *BMX Sim* and *Fruit Machine Sim*. Originals only. Also wanted *Teenage Mutant Hero Turtles* and *Escape From The Planet Of The Robot Monsters*. Speccy only. **Phone Leslie on 0330 3513 after 4.30pm.**

■ I want *Robocop 2*, *Puzznic*, *Plotting*, *Simpsons*, *Final Fight*, *Pit-Fighter* and *Navy SEALS*. I will trade *Hero Quest*, *Cyberball*, *Golden Axe*, *Gazza 2*, *Sim City*, *Rampage*, *Hostages*, *Robocop*, *E-SWAT*, *3D Pool*, *Football Director 1* and *2* and *Football Manager*. One for one. **Phone Damon on 0602 706845.**

■ I will swap *Captain Blood* and *Starglider 2* for *Back To The Future 1* and *2*. One for one, or will buy for £6. **Ring Ahmet on 071 737 3601 after 3pm.**

■ Wanted desperately! *Supercars* by Gremlin. You can have my full price *Powerdrift* and budget *Spitting Image*, *Rampage*, *Satcom* and *Trashman*. Originals please. This is a bargain, so hurry! **Phone Robin between 7pm and 9pm on 0272 623223.**

■ Wanted! Originals of *Tranza Am*, *Cookie*, *Pssst*, *Jet Pac*, *Atic Atac*, *Lunar Jetman*, *Underwurlde*, *Sabre Wulf*, *Knight Lore*, *Alien 8*, *Jumping Jack*, *Scrabble*, *Chequered Flag*, *Lords Of Midnight* and *Doomdark's Revenge*. **Ring David on 081 661 1646.**

■ Wanted! *Ironlord* on cassette. Will gladly pay up to original retail price of £13, ono. **Call Stuart on 0908 501021.**

■ Wanted! Printer for use with the Spectrum +2A. **Phone Matthew on 0604 412064 anytime after 6pm.**

■ Wanted! Wanted! Wanted! Amiga! Amiga! Amiga! Games! Games! Games! **Call Jason on 021 742 0363.**

The YS potty-team are: Jonathan Davies, Jon North, Rich Pelley, Adam 'Fishing' Waring, Tim Kemp **Advertising Manager** Cheryl 'Do me a favour' Beesley **Publisher** Jane 'Costs, Andy! Costs!' Richardson **Promotions Manager** Michele 'Swimathon' Harris **Publishers' Assistant** Tamara 'Shirley Temple' Ward **Circulation Director** Sue Hartley **Circulation Assistant** Kate 'Popped' Hodges **Group Publisher** Greg 'It won't take long honestly' Ingham **Managing Director** Chris Anderson **Production Coordinator** Lisa 'Spotty, but happy' Read **Production Technicians** Simon Windsor, Chris Stocker, Jerome Clough **Subscriptions/Mail Order** The Old Barn, Somerton, Somerset (tel 0458 74011) **Printers** Riverside Press, Gillingham, Kent *Your Sinclair* is eaten with electric disgust by Future Publishing Ltd, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2BW (tel 0225 442244).



■ Do you know PBM Masters? We have brilliant games at cheap low prices. For a great time of fun **contact Antonio on Portalegre (Portugal) 045 25104.**

■ Happy Birthday to Joe, hope you like the pressie. **From Mum, Dad and Julie.**

■ To Lisa H! An early Valentine's message! **Love you, Tim.**

■ Happy Valentines Day to Caire R. Don't forget our date on the 14th! **Love Ben C.**



■ *Mega-mix* magazine, special price for issue one – only 99p. Compos galore, contains Spectrum, Amiga and Nintendo stuff. **Phone Neil on 0506 855174 after 5pm.**

■ Howdy! I'm involved in writing a fanzine called *Vamp!* which is for Atari St's and Spectrums, and it'll be crammed with all the usual groovyness. For more information **phone Garek on 0856 2433.**

■ Play by mail. Role playing with a difference. All free. Just an sae every time. For information **phone Jason on Portsmouth 255668.**

■ For sale: *Your Spectrum* – all issues except No 2. *Your Sinclair* 1986/1987 all except August 1987. Sinclair User 1987 – all issues. Offers? **Tel Bryan on 051 608 4787.**

■ Buy *Sinclair News* now, a magazine with news, reviews and tips. First 3 orders get free mags. For details **phone James on 0954 51519.**

BACK ISSUES

£2.40 each or... Special Offer

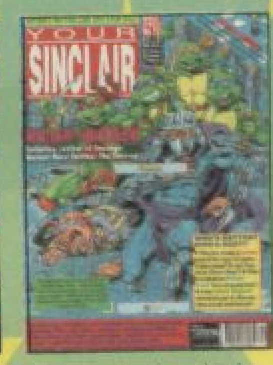
SAVE £4.40!

6 issues for only £10

(Prices include covertape, postage & packaging)








65 MAY ONo YS65
How To Be A Complete Ahem, *Tir Na Nog* and *Ninja Hamster* on the tape. Plus *Helter Skelter*, *Lone Wolf* and *SWIV* Megagamed.

66 JUNE ONo YS66 SOLD OUT
On the tape – *[illegible]page*, *Ice Temple*, *Sy[illegible]x*, *Dominion*, *Mystic* [illegible]d more! PLUS! How To W[illegible]e A Fanzine!

67 JULY ONo YS67
Get down on the covertape to *Brainsport*, *Ad Astra*, *Hijack*, *Double Agent*, *Cromwell At War* and much, much more! Plus! *Toki* & *Alien Storm* Megapreviewed!

68 AUG ONo YS68
On the tape – *Tempest*, *Southern Belle*, *Super Cup Football* and more! PLUS! Megapreviews of *Final Fight* and *Darkman*! AND! *3D Construction Kit* Megagamed!

69 SEPT ONo YS69
Terminator 2 and *Indy 4* Megapreviewed! *Olympus* and *Heavy On The Magick* on the tape. Plus! *3D Construction Kit* demo.

70 OCT ONo YS70
FREE! Hooked On Classics tips booklet! *Nigel Mansell's Grand Prix* and *Klimax* on t' tape. Demos of *Chevy Chase*, *World Cup Rugby* and *Prince Of Persia*. Inside you'll find *Mega Twins* and *The Simpsons* Megapreviewed!

72 DEC ONo YS72
Reviews of *The Simpsons* and *Turtles: The Coin-Op*. On the tape: *Lemmings*, *Seymour: Take One*, *Aliens* and more.

73 JAN ONo YS73
FREE! Groovesome diary! *GAC* and *Cisco Heat* on t' tape. Inside – *Lemmings*, *WWF*, *Rodland* and *Dizzy* Megagamed. Plus! A massive SAM Coupé feature. It's ace.

74 FEB ONo YS74
Tape contains exclusive demos of *Double Dragon 3* and *Wile E Coyote* . Plus! *Supersprint*, *Avalanche* and *Space 7*. Inside *G-Loc* and *Paperboy 2* reviewed. And! *Double Dragon 3* Megapreviewed.

75 MARCH ONo YS75
Full games of *Firelord* and *Impossaball* plus loads of demos on t'tape. Inside there's ·Haylp and The World. Plus! *Space Crusade* reviewed.

Please use the form over the page to order the special offer or any of the back issues.
We still have limited supplies of issues 2 – 62.

This month's front cover crossword clues:

Across:
1: Sam's one. (7)
4 : It's what Italians call their homeland. (6)
7: That chap in Extreme with the long hair. (4)
8: Not closed. (6)
10: Skin eruption. (4)
11: Sorry mate, can you repeat that? (2)
13: A small International Business Machine. (3)
15: You'll find it to the back of the front. (4)
16: What a lovely Mayday! (3)

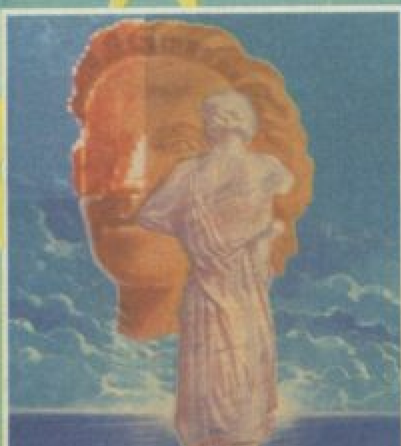
Down:
1: Can space really be the last one? (8)
2: Large horned animals with rough skins. (6)
3: A beautiful city beneath the waves that's a bit hard to give directions to. (8)
5: Ace comic or the type of hat that men wear at weddings. (6)
6: Charles ... Artistic creator of a ghastly family. (6)
9: Ee-i-? sang Old MacDonald. (Sort of!) (2)
12: She lost an s. (2)
14: A useful word to know if you ever want to shout at a goose. (2)

Send your answers, on a postcard, to: *YS* April Crossword, *YS*, 30 Monmouth Street, Bath, Avon, BA1 2BW. The winner gets three free games and some *YS* goodies!

SUBSCRIBE!



NOT ONLY A COPY OF YS EVERY SINGLE MONTH (UNLESS THE WORLD ENDS)
BUT! A BLIMMIN' AWESOME FREE GIFT ABSOLUTELY FREE!
MOST EXCELLENT!



OCP ART STUDIO
A comprehensive, user friendly art and design package. Special version, sells for an amazing £14.99. Draw on!



RODLAND
£12.99's worth of cuteness. You'll be hooked before you can say 'Oh, Mr Oogleloo!' Honest!



LEMMINGS
A Megagame if ever there was one! They're cute, they're furry and they're here! These little chaps need a lot of looking after and you're just the chap to get those lemmings digging, building bridges and climbing walls. And it's worth £12.99. Hurrah!

That's right! You get 12 wicked issues of YS delivered for the same price as you pay at a newsie PLUS you get a spiffy software package as a gift!

- **Never miss a single YS review again!**
  ✿ you'll always be able to read the wicked game reviews, features and wibbly bits every single month: guaranteed!
- **Never walk to the shops again!** (Unless you fancy a lolly!)
  ✿ avoid being duffed up by loud oiks sitting around at bus stops and getting your hair permed by acid rain!
- **The price won't go up! We promise!**
  ✿ you pay one price and even if the cover price goes up, you don't pay a single spangle more (talk about making your mates jealous!).
- **You get complete peace of mind, daddy-o!**
  ✿ not only are you assured of your copy each month, but you can also cancel your subscription at any time and we'll refund you for all unmailed issues. Does that smell of perfume or what!
- **You get an ace gift!**
  ✿ choose one of these superb software packages, FREE! You get over a tenners worth of enjoyment for absolutely nothing!

Don't delay, post today! Get your copy delivered and get yourself a superb free gift! Worra barg, eh Spec-chums! Return the coupon below immediately, telephone our credit card hotline on 0458 74011, or send a carrier pigeon!

YES! Please enter/renew my subscription to YOUR SINCLAIR starting with the .... issue. Oh, and don't forget to rush me my gift software as ticked below!

❑ UK £26.40 ❑ EUROPE £40.80 ❑ REST OF WORLD £53.05

To ensure your magazine and cassette arrive quickly and undamaged all overseas subscriptions are sent Air Mail.

My choice of gift software is (cassettes only): ❑ LEMMINGS ❑ RODLAND ❑ OCP ART STUDIO

YES! Please send me the following Back Issues. (See previous page for those still available.)

The Back issues I'd like are ______

Name ______

Address ______

Post Code ______ Telephone: ______

Method of payment *(tick your choice)* **Total cost** ______ **Signature** ______

❑ **VISA/ACCESS** Card No ▢▢▢▢ ▢▢▢▢ ▢▢▢▢ ▢▢▢▢ Expiry date ▢▢▢▢

❑ **CHEQUE** Please make cheques payable to Future Publishing Ltd and enclose in an envelope with this coupon and send to: **YOUR SINCLAIR, FREEPOST, Somerton, Somerset TA11 7BR**

PLEASE NOTE: THIS OFFER ENDS ON 30TH APRIL 1992

YS/MAG/0492

Hello, good page and welcome. Ever keen to give our readers a wonderful service, the YS crew humbly present news from beyond the Shed...

FLIX

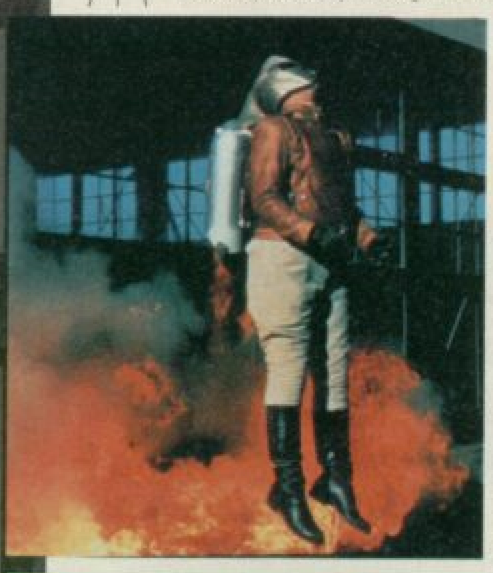
ROCKETEER

PG

(Touchstone Home Video)
Bill Campbell, Jennifer Connelly

I've been pondering this one. I mean, if I found a super-dooper experimental rocket pack, I'd be more inclined to earn loads of dosh giving people rides, rather than embark on an intrigue-sodden adventure. Just think how impressed the girls would be if you picked them up for a date by dropping into their front garden with a rocket pack on your back! The manipulative and cynical uses for such an item are endless. However, in this film the storyline is wholesome and the rocket pack is put to good use foiling some particularly nasty baddies.





Mon dieu, I bet Jacques Costeau never had these problems with his aqualung!

The year is 1930 and the Germans aren't making BMWs or Mercedes, they're making plans to take over the world (again). What they really need is a nifty secret weapon so that their troops have the upper hand in ridding the world of Americans. It comes as no surprise to find out that what they'd really like to get their hands on is an accessory which enables mortal man to fly. In steps a handsome Hollywood pilot and all round good egg called Cliff Secord (try saying that fast five times). He finds the pack and soon learns to whizz about the sky wearing a natty helmet and some titanium underpants. Well, how else do you think he protects his butt? Cue wodges of scrapping, flying, spying, seducing, sprucing, plumping and goose stepping.



If groovy special effects and a wizard storyline are the sort of things appeal to you, then **The Rocketeer** is well worth checking out. The single fact that Jennifer Connelly (the world's most attractive woman) is in the film should be enough reason, but the fast moving plot, lovely throwaway gags and brilliant ending are also very good reasons for enjoying this flick.

Hutch

FLIX RATING
9/10

TIMESCAPE

15

(Medusa Pictures)
Jeff Daniels, Ariana Richards

Time travelling is becoming so popular these days that I suggest a kind of fifth dimensional breakdown service; a sort of Tardis collection company. That way if people like Bill and Ted broke down while nipping between centuries, they could dial a number and a very nice man could come out, look under the bonnet and inform you that your temporal time distorting podule was well and truly knacked.

The time travellers in this film however, have got perfectly working temporal time distorters and they use them to drop into a teensy American town called Greenglen. Their reason for choosing such an unknown location is that the locals are in for rather a big surprise. Y'see, these time travellers are so bored with their own time that they nip around and watch disasters as they happen. Unfortunately a disaster is what's just about to befall Greenglen and only Jeff Daniels can save the



Oh how quaint, Lydia, we've chanced on the old set to Bill and Ted's Final Trip.

day, his cute daughter, the towns-people and (gasp!) in the process alter his own tragic past.

If you have trouble working out simultaneous equations then you might have a couple of problems with the time riddles which pop up in this flick. It's all that erasing the past and changing the future stuff. Anyway, this is a groovy story with some clever twists and turns. The acting's good, if a little phoney at times and the scenery is certainly lush and gorge. If you ask me, the ending was a bit girly, but Linda violently disagrees with me.

Hutch

FLIX RATING
7/10

FLIX COMPO

Cor blimey, we've got five copies of **Timescape** up for grabs thanks to the lovely peeps down at Medusa films! All we'd like you to do is tell us which other film Jeff Daniels (the star) appeared in recently and which centred on a plague of throughly nasty spiders invading a small American town. Send your entry to **Jeff D's Timescape Compo,** YS Compos, Future Publishing, 29 Monmouth Street, Bath, Avon, BA1 2DL. Get 'em in by the 15th of April 1992.



Great fun can be had looking at Selina Scott's past!

SOUNDS

THE SOUPDRAGONS

What's happened to **The Soupdragons**, eh? They had us dancing round the living room with Mother Universe and then they disappeared from the face of the earth. Except of course, they didn't. They decided to write some more groovy pop tunes. Which brings us nicely to a new single called **Divine Thing** and the promise of an album which'll go by the name of **Hotwire**. Coo, eh?

They've also got a few gigs lined up. Just take a peek at the dates, circle the one nearest you and get your parents to give you a lift!



SOUPDRAGONS MARCH '92

London Dingwalls 13th
Aberdeen 14th
Dundee Fat Sams 15th
Sheffiels Leadmill 17th
Sunderland Poly 18th
Bath University 20th
Bangor University 21st
Nottingham Trent Poly 22nd
Treforest Poly 23rd
Cambridge Junction 26th
Norwich Waterfront 27th
Northampton Roadmenders 28th
Brighton Zap Club 29th
Bristol Bierkeller 30th

THE STONE ROSES

The Stone Roses' first album, cunningly entitled The Stone Roses, was completely wonderful. It was full of jangly guitars, sugar spun melodies *and* you could dance to it! We in the shed were all thrilled to bits when we heard that the Manc boys are writing loads more lush and gorge songs. How many? Enough to fill a whole album, actually. Said platter should be in the shops by the summer. Imagine – the sea, the sun, the sand and the Stone Roses on your Walkman. Bliss out!


Memorable band names of our time. I'm not sure if the Clangers would approve though.

THE WEDDING PRESENT

Leeds' finest guitar pop merchants are on the road this month to promote their new singles blitz. From now 'til Christmas they're going to be releasing a single a month: the charts will be theirs! They kicked off with **Blue Eyes** and now there's **Go Go Dancer.** Apparently one of these singles will feature a cover of a rather groovy pop song from yesteryear – Happy Birthday by Altered Images. What a treat.


Hold onto your hats, Spec-chums, it's the fastest guitar strummers in the west!

PRINCE

Prince and his babes, otherwise known as The New Power Generation, are all getting on a big plane and coming to Britain in June. Despite releasing the firm 'n' funky **Diamonds And Pearls**, Prince's little feet didn't touch our shores and the spanky Blenheim Palace gig was called off amid rumours of poor ticket sales. Pshaw! To make up for it he's promised us nine dates in June. Hurrah!

PRINCE DATES JUNE '92

Dublin RDS 13th
Earls Court 15th, 16th, 17th, 19th, 20th, 21st
Manchester City Footie Ground 26th
Glasgow Celtic Footie Ground 28th

ALBUM REVIEW

Zodiac Mindwarp and the Love Reaction
HoodlumThunder (Musidisc)

Grunge metal's back in vogue.Having laid low after their excellent *Prime Mover* single, the Mindwarp has come up with an album which sounds a bit bland but grows on you.

Some of the lyrics are a bit dubious, even a touch Spinal Tap-ish in parts, although it's hard to work out if Mr Zodiac is doing it on purpose or not. Best cut of the album is the first one *Elvis Died For You.* Although if you were expecting a tribute to Mr Presley, think again. This is pretty simple, but quite pleasing stuff, which sounds best when cranked up to full volume on a particularly loud stereo. Not Zodiac's best work, but grungy and spongy none-the-less.

Andy



ALBUM REVIEW

RESQUE
Life's A Bonus
Musidisc

Resque, a wacky way of spelling Rescue, wear stripey T-shirts and play guitars, so they must be alright. And d'you know what? They are. Hurrah!

Life's A Bonus is full of hummable toons and after a couple of plays you'll find yourself singing brief snatches on the way to the corner shop. Fave tracks are Don't Put The Blame On Me which is the big rock out, and Jump Back which sounds like The La's.

Some of the lyrics are a bit deep but it left mr feeling happy. Resque want to 'look ahead for a brighter day', which sounds good to me. Not my fave platter of all time but well worth a listen.

Linda



GIANTS OF MOTOWN!

Never let it be said that kids only think of themselves – treat your mum! Take her out to see some really fab bands, and get her to pay! She'll be so pleased that she'll even treat you to a big Mac and fries afterwards. Top sixties combo **The Temptations**, who are currently making a little space for themselves in the British charts with the theme tune to the top movie My Girl, are about to hit England. **The Four Tops**, **Martha Reeves**, **The Supremes** and **The Marvelettes** are also in on the fun.

They're all donning their best matching gowns and tux's to belt out all the old faves at London's Wembley Arena on April 5 and the Birmingham NEC on the 7th.

It's going to be a night of top entertainment for all the family!



Shake those fringes and let's all belt out some of them old faves! On the count of three...

WIDGETS

It's funny how tastes change down the years. When I was a kid, your hi-fi wasn't much use at all unless it covered the equivalent floor space of the local Woolies. My dad's hi-fi resembled something left over from an episode of Doctor Who and sounded like it was stuck in a space-time continuum.

In the nineties of course, we know that largeness isn't important. These days it's your decibel to hertz ratio that counts and your stereo's not much cop unless you can fit it into your Benneton duffel bag (along with the TV, the fax machine and the organiser).



If your walls (or your parents) can stand the noise, check out the JVC UX-1.

The best hi-fi that the YS team have clapped their eyes on in a long time is the funky new one from JVC. They call it a micro component system and it's not hard to see why. It's got a built in CD player, three band radio, cassette deck, 47 watt speakers and a groovesome remote control.

The best thing about the whole system is its size though. You're not going to fit it into your pocket but it'd certainly look brill plonked onto a shelf. It's also got wodges of those natty functions which hi-fi manufacturers like to give acronyms to, such as D.P.S.D.Q.W.E. The UX-1 (for that is its name) has got Auto Edit which works out tape usage for you when you're recording a CD and Multi Edit which enables you to play CD tracks in any order you like. Anyway, the whole caboodle costs £359.99 (RRP), so if you've got a birthday coming up, why not casually drag your folks to the hi-fi section in Boots and coo at the system a bit.

But I'm always on the move man!
Alright, alright. JVC have also got two brand new ghetto blasting, boom boxing, stereos which look pretty natty too. The cheaper of the two is the rather plain looking **RC-115** (snappy name) which costs £49.99. It's got a three band radio, a one touch recording tape deck, a three band graphic equalizer and can output a total of 6 watts.



If your needs are simpler then clock the RC-115. It's one of the better cheaper models.

JVC also do a very Blake's 7-looking stereo called the RC-X610. This is my personal favourite because it's got Hyper-Bass Sound. This is JVC's super new annoy-the-neighbours function which means that you'd better blu-tack all the ornaments in the house down cos otherwise they're likely to bounce off the shelf. It's got a CD player, three band radio, twin cassettes and the kind of looks which many a food mixer would envy.



Those natty ducts underneath the 610 would be perfect for storing gobstoppers.

Meanwhile, Hitachi have got a groovy 10 watt system which will wake you up in the morning and turn itself off at night. It's got a stereo radio and single cassette recorder along with five presets for your favourite stations. It's one of Tosh's cheaper boom boxes, dropping in at a luvverly £62.99.



Slim and moody looking; the TRK P65 has got an FM digital tuner and 16 knobs.

If, however, your tastes are a little bit more (ahem!) extravagent then why not check out the **CXW-750**. This isn't in fact a deadly virus but a 3D SuperWoofer stereo radio, twin cassette and CD player. It's got an extremely meaty output of 80 watts which is more than enough to make the neighbours think there's an earthquake in progress.



Sheer unadulterated power. The CXW-750's a mean monster of a stereo, just don't try running it off batteries.

This bijou system also has a 3D volume control (because you've got 3D sound), a digitial tuner, a remote control and a reinforced carrying handle in case you're crazy enough to ever actually lug the thing outside your domicile. The **CXW-750** costs £269.99. You'll be able to spot it because it looks just like the brain scanning device they used on Princess Leia in Star Wars. **Hutch.**



The TRK-3D40 boasts 3D sound. Perfect for scaring the willies out of unsuspecting parents or teachers.

LISA'S INNY-OUTY LIST



Each month YS's very own Lisa Read lets you know what's groovy and what's as hip as red Adidas tracksuit bottoms with a white stripe down each leg:

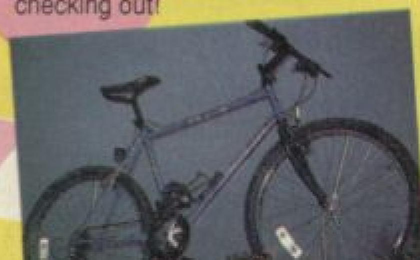
IN	OUT
✔ REM	✖ New Kids On The Block
✔ The Shamen	✖ Stiletto heeled shoes
✔ Double chocolate cookies	✖ Banana custard

FROLIX



Oh winter, what a glorious season 'tis. Here in the shed we've been trying all sorts of things to stay in tip-top condition over the gruelling bitter months. For example we've all started mountain biking. Andy O's been into it for quite some time and is a bit of a flash git on an MTB. However I've only just started pedalling again and it's all a bit, ermm, dirty really.

Anyway, when I started looking for a decent MTB which wasn't going to cost me the earth I decided to approach my fine friends at Mountain Biking UK. Once they'd got over the shock of such an attractive dude as myself pouncing on them in their bicycle shed, they brought two wonderous bikes to my attention. Both of these cost under £300 and are thus well worth checking out!



Sleek, rugged and British: the Dawes Track 1.

Dawes One Track
021 706 6662
I know it sounds a bit fruity, but this is a spiffy piece of two wheeled transport. Dawes are a well established company who've been producing bikes of all sizes for ages. This is a brillig bike which is a lightweight, but rugged ride. The MBUK team reckon that it's a great first MTB to buy as there's ample opportunity to upgrade. It's also got some groovy features you normally only see on more expensive bikes. It costs £289.95.

FROLIX RATING
7/10

Classic M70
0332 270047
Here's a bike marketed by a company called Emmelle, better known for their kiddie bikes. It's a well built, tough MTB which will just as happily zip up and down hills as get you to school in the morning. It's a very distinctive looking bike, due mainly to the fact that the crossbar angles upwards and comes in some small sizes, meaning that you can match the bike's frame to yours. It's cheap at £257.69 and thus heartily recommended.



Now that's what I call a shade of red! Guaranteed to dazzle members of the opposite sex!

FROLIX RATING
8/10

These bikes are available from all good specialist shops. If you want more advice on MTBs then check out MBUK magazine.

RUMOURS

Our spider sense has been tingling something rotten here in the shed. Y'see, those wonderful Hollywood peeps are about to make a big screen version of **Spiderman**. The star of the film is going to be Michael Biehn better known as the hard human who dropped back through time to battle the original **Terminator** & **Home Alone** was a hugely successful flick. It's no surprise therefore to discover that a sequel is being filmed as you read this. Apparently, Macaulay Culkin gets chased through the streets of New York by the two house burglars after loosing his mum on a shopping trip & The Star Trek team are wheeled out for their last trip where no man has gone before in **Star Trek VI: The Undiscovered Country**. The team reckon that it'll be their last outing and here at YS we say good thing too. The plot is all about an inter-galactic perestroika which is threatened by some nasty Klingons. Ho hum & If you've been wondering what Steven Spielberg has been up to in the last couple of years then check out **Hook** which is his remake of Peter Pan. It stars Robin Williams, Dustin Hoffman, Julia Roberts and Bob Hoskins and is sure to be chocka with wicked special effects & **Batman Returns** is sure to be a corking film when it comes out later this year. What with the joker eating rubble, Catwoman, Penguin and The Riddler have been roped in to try and do the dirty on flitty-wings & Here in the Shed, we're hanging on for **Alien 3** which is apparently about a planet crammed full of acid-blooded and double-choppered aliens. Sort of like Linda B's fridge really.

The Ultra Zone Laser Quest Centre
Leeds, West Yorkshire

There are 21 Laser Quest centres in Britain. The latest one, the Ultra Zone, opened its doors in December in Leeds. Laser Quest is a sort of kill-one-another-in-a-nice-sort-of way game. You and your mates can all go and dress up in silly shiny suits, strap little computerised terminals to your front and grab a laser gun. Run through the spaceman's graveyard, hide behind tombstones and jump up and go boo when your mates run past! Then there's a post-industrial complex which no doubt involves loads of pretend pollution and big whirring machines. Whoo! If you fancy something a tad more ecological you can always blast your way through the futuristic tube forest.

At the end of each game, the little computer things start whirring and tells you that you have in fact been killed sixteen times. It even tells you who by! When you've added up how many times everybody's died you'll probably feel really knackered. And what better pick-me-up than a bottle of fizzy pop and some chips? You can get all this and more at the Energy Replenishment Zone. Yo!

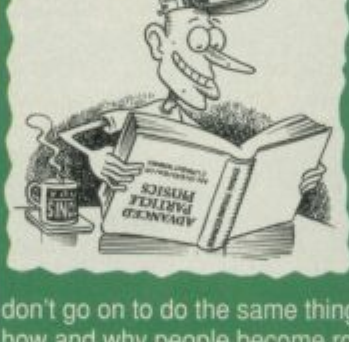
A game costs three quid per person and up to 30 people can play at one time. It's best to book in advance if a whole bundle of you are thinking of going down. You can go in person to The Ultra Zone in Empire Arcade off Briggate in the centre of Leeds, or you can call 0532 347950.

POETRY CORNER

POONADWIBBLY

My aubergine tortoise likes
eating jelly leaves.
He munches and he munches
from branches high in trees.
He tastes forbidden fruit from
down the Old Kent Road,
Like bison steaks, fruitipops
and slightly toasted toads.
So the next time that you're
fishing, just watch where you
put that rod,
Or the aubergine tortoise will
slap you for being an ignorant
sod!

BOOKLOOK



Blue Suede Brogans – Scenes From The Secret Life Of Scottish Rock Music
Jim Wilkie
Mainstream Publishing: £9.99

How many times have you stood in front of the mirror brandishing a tennis racquet and pulling incredibly sexy faces? Oh, come on, we've all done it! Thing is, most of us don't go on to do the same thing on stage. This book is full of stories of how and why people become rock stars or managers. All these people's stories are incredibly normal, some of them are also incredibly old. You can probably flick through all the '50's and '60's groups that were apparantly very important and good, even if nobody has ever heard of them. The seventies are a tad more interesting. Well, they are if you were ever into Nazareth or the Bay City Rollers!

Flick through and have a laugh at all the funny trousers before settling down to the interesting bit. There's interviews with Wet Wet Wet, Deacon Blue's manager, Pat Kane of Hue And Cry, Runrig and their manager. It's a view of the music business that we don't get to see very often, we tend to see bands as a perfect whole but here you get the story of how they met at school and got crappy Saturday jobs to pay for their first guitars. It's an interesting read and definitely a book for any budding rock stars, or even anyone who's into music in general. **Linda.**

BOOKLOOK RATING
7/10

SKATE TOUGH!

Doctor D's in town showing Hutch how not to scuff your knees and your forehead when skateboarding in town.

The Ollie

It sometimes seems as if the world is divided into two areas: the pavement, where you're not allowed to skate because of the pedestrians, and the road where you're not allowed to skate because of the traffic. Between the two lay the kerbs, these seem to be there purely to make getting from one to the other more difficult. But never fear, because they aren't as hard to handle as they seem. Getting off a kerb is easy, you just skate towards it quite fast, close your eyes and voila you're on the road and straight in the path of a passing juggernaut. Getting onto the sidewalk is a bit more tricky, you need to 'Ollie.' Simply skate towards the offending kerb and, just before you crash into it and incur a hefty dental bill, slam down hard on your back foot whilst de-weighting the front one. When your kicktail hits the floor, jump up and transfer your weight to the front foot. The rear wheels should lift off of the floor allowing you to skate up the kerb smoother than the cream in a Twinkie.



The Board Slide

Now find something a bit bigger than a kerb, like this fantastic modern sculpture. (*Erm, I think that's a car park crash barrier. Ed*) Approach it at an acute angle going quite fast, not smoking like a freight train but certainly faster than most BR passenger trains. When your sixth sense tells you it's time, do the mother of the ollie you just did onto the kerb. When you're on the architecture let your legs play see-saw with one another while your board slides at sub light speeds towards the end of the thing. When you reach the end you're on your own.



The Board Slide (Again)

You can also do it on a park bench, but make sure your granny's not sitting on it at the time.



Acid Drop

Have you ever stood atop a wall and surveyed the righteous 'crete below, just knowing you have to put some eurathane onto it? Well here's how to get off that wall with class. Just skate off it! Aw, c'mon it's not that high! Just ride along the top of the wal and, when you reach an opportune point, crouch and pull a frontside 90. As you fall through space consider the wonders of creation and gravity, when you hit the ground, bend your knees!



The Boneless Twist

This move probably got its name from the fact that if you don't pull it off, you could end up without any bones. Skate gently forwards crouching, with your hand clasping your board just behind your front foot, and with your thumb pointing backwards. (Fig.1) When you get bored with skating round like a hunchback, plant your front foot and boost yourself skyward. (Fig. 2) Whilst in the air take your board out from under you and wave it around as if trying to discourage a large wasp from hovering nearby. (Fig.3) In a motion so fluidly smooth it would do grace to a Ninja swordsman, replace your board below your feet just in time to avert disaster. Either skate off feeling smug (Fig. 4), peel yourself off the ground or ask a friend to call an ambulance.



Jump Mount

There are lot's of things you can do to look cool when you're off of your skate; like drink Coke, wear Stussy and listen to Nirvana. There are also lots of cool things you can do on your board – like 1080's, MacTwists, and Impossibles. But what can you do to exude maximum class whilst actually *getting on the board*? Well, it's easy! Just run as fast as you can, jump as high as you can and, at that vital point before you succumb to gravity, just slide your skate effortlessly beneath your feet, smile and accept the plaudits!



Powerslide



A truly great way to make a farting noise *and* change direction at the same time is to crouch down, grab the front of your board and lean back all in quick succesion, whilst travelling as quickly as you dare. But be on your guard! If you forget to grab the board you could end up sat in the middle of the shopping precinct whilst your board cuts a nice arc which intersects at right angles to the plane that is Marks and Spencers window. This is a good reason not to write your name and address on the bottom of your deck! If you get it right, your back wheels will forget about friction and you'll glide sideways in true outlaw skater fashion. Gnarly!

Ollie 180

After a while, unless you learn to do really awesome things like clear tall buildings in a single ollie, you will want to inject some variety into this humble manoeuvre. It's easily done – why not rotate through 180 degrees whilst in the air and skate off backwards stylee when you land?



Kickflip

Another variation on the ollie is the Kickflip. As you take off, position your front foot way back on the board so that when you flip the board into the air it spins along its axis. This move is easier described than done, since it's pretty tricky to get the timing right so that your board lands back on it's wheels. I've nearly mastered it, so I'm off for a bit more practise! Remember kids, skate tough or go home!



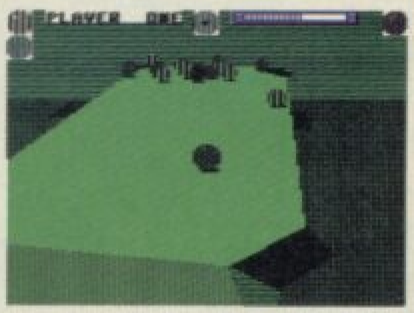
FLIP!

The Harrogate Advertiser has set up an appeal to help a deaf and blind gentleman. This old chap's only pleasure in life is stroking Yorkshire Terriers. But! He doesn't like to stroke the same dog too much, so the kindly Advertiser peeps have set up an appeal whereby owners bring their dogs to be made a fuss of. This is completely and utterly true.

REPLAY

3D POOL

Kixx/£3.99 cassette
☎ 021 625 3388



Geoff prepared to play the shot that would decide the match. It was quiet. Too quiet. So Daphne turned on the stereo.

80°

3D Pool? Isn't that a flip-screen platform and ladders Monty Mole-esque game requiring pixel perfect jumping, shooting, and manoeuvering in order to out-puzzle each screen in turn?

Nope. That's *Rick Dangerous*. *3D Pool* is in fact a 3D pool game, the '3D' part arriving via the impressively fast shaded



Life on the table was seldom dull. Between games the balls would discuss Schopenhauser.

monochrome graphics where (in an original feature) the table is rotated and titled around the cue for direction, spin and strength setting purposes, and the 'Pool' from the fact that you can play the computer in a tournament, your friend in two player mode, or when times are lonely, yourself in two-player mode.



And as a 3D pool game, *3D Pool* couldn't be much better; the graphics are a treat and the game play instantly accessible, addictive, and enjoyable. It is easy to pot the balls (but not to beat the computer opponents) and you can even design and then play trick shots if you like. The only problem is that the computer has to 'think' for ages before playing even the most straight forward shot. Frustrated? You will be. And then there's the argument that any pool game, 3D or not, will inevitably get boring after a while. But then again there's the argument that for four quid, you couldn't really buy a much better 3D pool game than this. Personally, I'd give my vote to the latter. **Rich**





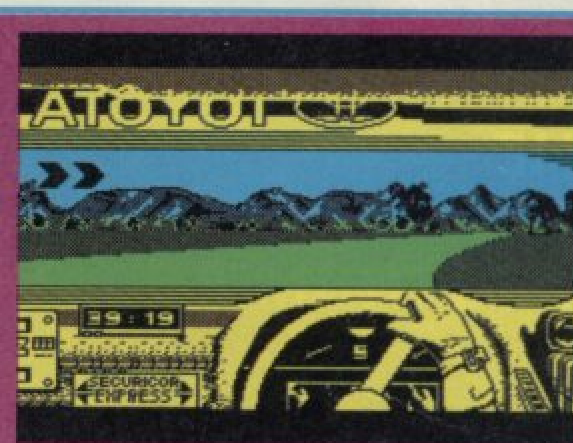
TOYOTA CELICA GT RALLY

GBH/£3.99 cassette
☎ 0742 753423

YS MEGAGAME

There are two things I'd like explaining about rallying. Firstly, why are the Swedish so good at it; and secondly, why do people watch it. The latter's the biggest mystery, I mean how much fun can you have watching a very muddy car with 17 headlights turning a corner. If that's your idea of fun, then head down Essex way and watch the Trevor's in their XR3i's zooming up and down outside McDonalds in the high street.

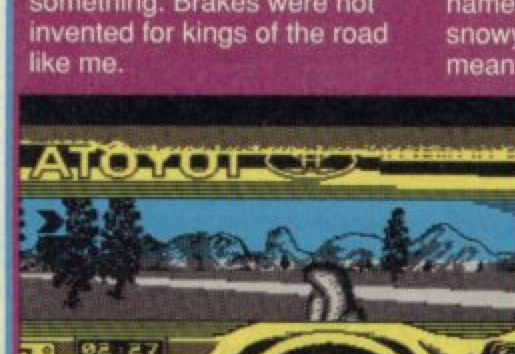
Moaning aside, rallying's a good sport to convert to the Speccy. It involves cars, it's got scenery and there's plenty of opportunity to zoom straight off the road into an on-coming tree. The latter of course is something you'll be doing plenty of, if (like me) your idea of rallying is going as fast as possible until you hit something. Brakes were not invented for kings of the road like me.



Frank was startled by the sudden appearance of two Stealh Bombers on his windscreen.

The Toyota rally is run through three countries: England, Mexico and Finland. These give you the opportunity to explore three utterly different kinds of terrain, namely: muddy, sandy and snowy. The different terrains mean that your motor will handle differently; England's easier to handle than the thoroughly skiddy Finland.

BLIM!
The longest skids ever left on a public road were 950ft long. These were deposited by a paperboy who got his front wheel caught on the back of a car while doing a wheelie.



Plagued by the curse of the ancients, Duncan couldn't help but drive straight into the mysterious, cowled hunchback.

Your view of the road is shown through the windscreen of your Toyota. The game starts with you firing up your engine, waiting for the count-down and then kicking it into first gear and zooming off the starting line into the first bend and no doubt the first tree. Every time you change up a gear, a little graphic representation of your gearstick appears and miraculously changes up or down. There's also a handy rev counter and a gear indicator.

The car's got a brilliant feeling of inertia as you go zipping around the corners. In fact, choose the wrong gear and you could quite easily find yourself eating bark or rock. Knock the revs down in time however and the car will rejoin the road and you can ease your grip on the joystick.

Graphically the game's excellent. It all scrolls quickly and the animation is excellent, particularly of the chap holding the steering wheel. In fact if James reckons that this game is worth a Megagame at full price then I shall just have to give it a Megagame again.
Hutch



90°

CompilatioN

MULTIMIXX 4

Kixx/£3.99 cassette
☎ 021 625 3388

This is the latest of the miscellaneous scrapings from US Gold's budget arm and particularly sharp readers may have noticed a cunningly disguised link between these titles. As all three games are effectively exactly the same game, I'm going to chuck the age long YS custom of taking you through each game separately out of the window (crash! Tinkle! Whoops, there goes the greenhouse!) and review them all together.

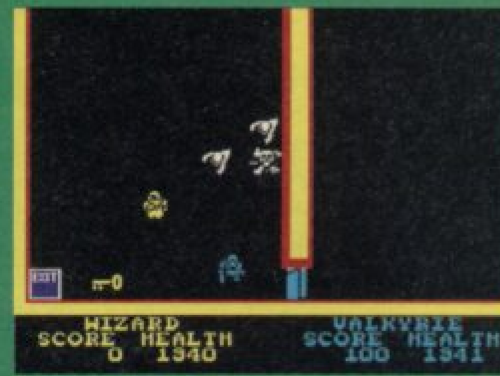
Gauntlet, as you may remember if you're reaaally old, caused a bit of a stir back in, ooh, 1986. Since then it's kept hundreds of schoolkids glued to the screen with a fellow grunt-basher rather than doing their homework. I know, I was that schoolboy. There was nowt better than battling through endless ghost-filled dungeons with the help of my mate Ken, and then sneaking through a wall to get the potions with the help of my mate Symbol Shift. I can't really believe that there's many people who haven't ever experienced *Gauntlet*,but just in case. It's a nice creamy blend of Dungeons and Dragons with a shoot-'em-up stirred in. The graphics are nice and crisp, the sound effects are adequate and it's incredibly addictive. It was also a Megagame and I'm still playing it to this very day.



Lorna and Timothy were undoubtedly the most popular song-and-dance act of the fifteenth century.

With M*ultimixx 4* not only do you get *Gauntlet* at a budget price, you also get *Deeper Dungeons* and *Gauntlet 2* thrown in. These two games basically provide more screens for *Gauntlet*. Several years after the original came *Gauntlet 2* with the unexpected bonus of some new features such as the It monster. This little monster can be fun when you're playing with a friend cos when it catches the other player they're it and all the monsters go for them and not you. Added attractions include acid puddles, forcefields, stun tiles and different kinds of amulets.

Unfortunately, these aren't really enough to make it seem like you're not still playing *Gauntlet*. There's no real point to the game, basically all you have to do is keep on going 'til you die or get too bored. Your best bet is to play with a friend, then you can start shooting each other after a while!



Whereas the expression, "It's wizard!" came into its own in the 1930s, "How valkyrie!" failed to fire the public interest.

Gauntlet is undoubtedly the best game of its genre and if you're the kind of Speccy games-player you make out to be then you should have it already. Should you get bored of it then the other two games act as add-ons. I suppose it's quite a good buy but, six years on, *Gauntlet* is still a game worth having, even if it isn't quite up to Megagame status. **Craig**



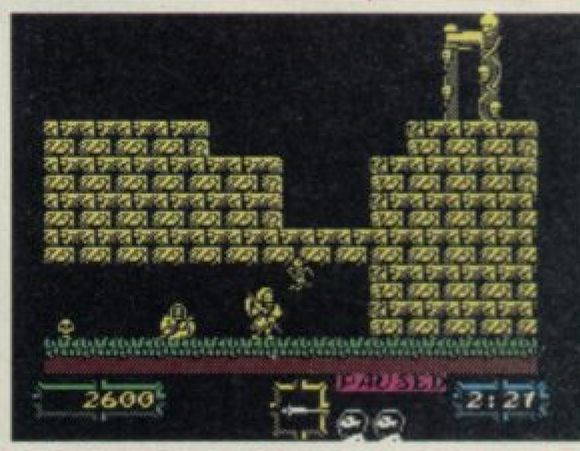
88°

BLIM!

The most durable ghost is the 2,600 year old horseman from Dorset. His name is actually Rodney Vickerstaff and he was an early rubber tubing salesman who lost his way in the Stonehenge one way system.



Arthur sprang lithely over the wretched undead potter. That long and expensive correspondence course had at last paid off.



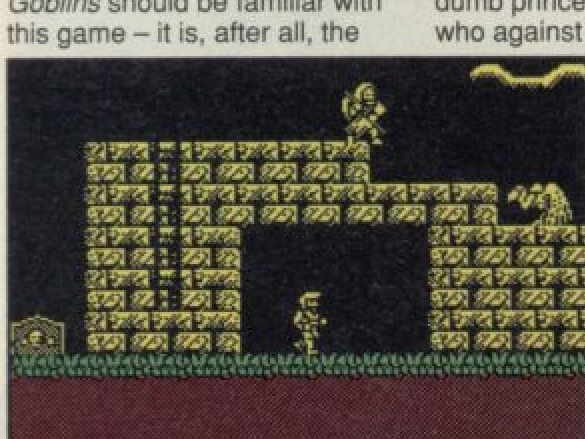
Arthur jumped out of his skin. No... Arthur ran for his life but didn't make it. Not quite... Arthur was hit by a zombie and killed. That's the one.

GHOULS 'N' GHOSTS

Kixx/£3.99 cassette
☎ 021 625 3388

Anyone who's played *Ghosts 'n' Goblins* should be familiar with this game – it is, after all, the sequel and the family relationship shows. Our hero, Arthur, the various nasties, the weapons and even the plot (involving the same dumb princess as last time who against all credibilty and probability has got herself kidnapped again) all seem to ring an entire church full of bells with me.





As Arthur returned home, having vanquished legions of villains, he was struck by a horrible thought. He had left the shopping in Plymouth.

Once again Arthur spends most of his time in his undies (rather like the knightly equivalent of a sumo wrestler) jumping across levels that feel remarkably similar to the last game's. Remember that graveyard in Level One? I thought you might.

Okay, so there are some new collectables, bonuses and weapons (although some seem to hinder rather than help – you call getting turned into a duck by an angry magician 'help'?), but that's about it for originality. You're still stalked by oozing zombies, chased by fluttering vultures, fooled by the silkily-scrolling mazes and knocked on the head by ridiculous end-of-level baddies. But is this lack of innovation a bad thing, you may ask? The original, it must be said, was great, and this is just as good as its parent. A straightforward shoot-'em-up platformer with nothing radically different from other games of its type. Quite a good buy then providing, that is, you have considered the question: is that damn Princess really worth it? **Rich**





67°

CRICKET CAPTAIN

D&H Games/£3.99 cassette
☎ 0462 816103

BLIM!
The game of cricket was invented in 1533 by Nobbin O'Thurb. His original idea was to have 22 men standing in a field for three days doing nothing. The ball was added later.

Cricket, eh? The classic English past time, giving lots of elderly mad people a good excuse to fall asleep in deckchairs, occasionally waking up to mumble some half-hearted hurrahs. Anyway - the game. "Ridiculously poor – programmed by people who haven't a clue what they're talking about" unanimously concluded the late Dr Berkman in April 1990. Just to check that it wasn't merely Dr B who didn't know what he's talking about, I had a few goes and now, a few games the wiser, can safely ascertain that *Cricket Manager* really is, if you'll excuse the expression, a whopping great steaming pile of poo.



It was later ruled that Leicester had been playing at an unfair advantage when their captain equipped the team with laser rifles.



There was really nothing else for it - Buggins would just have to hit the thing.

The game mainly falls down in two areas. Firstly, it's a management game, but I didn't actually think that being a management game would count as an 'area'. So firstly, it falls down on the programming. Boring lists, UDG defined graphics, unsensitive key presses, superfluous pauses even to draw up tables, no sound, predominantly BASIC – look wise *Cricket Captain* even out-craps the antique Football Manager, and at least *Footy Manager* was vaguely realistic. *Cricket Captain* isn't (area 2); the best bowlers are always the best batsmen (since when?), winning seems more like luck than skill and the whole idea of buying and selling players in a cricket game seems a bit dubious. Personally, I'd rather take a babe on an all-expenses paid holiday to Hawaii than play this boring, unoriginal and unrealistic management re-release.

Rich

24°

RICK DANGEROUS

Kixx/£3.99 cassette
☎ 021 625 3388

Rick Dangerous? Isn't that a pool game featuring technically impressive fast solid 3D shaded graphics played against various computer opponents or a chum coupled with an option to practice trick shots as well?

Nope, that's 3D Pool, reviewed above. *Rick Dangerous* is a totally different kettle of fish altogether. In fact, no it's not. It's an arcade adventure. And as we all know, no arcade adventure would be complete without four levels, plenty of platforms to walk along and ladders to climb down, lots of baddies to kill and lots of puzzles to solve.

Thankfully, *Rick Dangerous* includes all these, and even manages to do it in a vaguely entertaining, original and phew-if-you-like-this-sort-of-thing-you-won't-get-much-better -a-re-release-than-this-oh-apart-from-*Auf-Wiedersehe n- Monty*--perhaps sort of way.

Call me Mr Critical, but just before I get out of the bath


She had expected traps, tricks and adventures on the knife-edge of life. What she hadn't been prepared for was a small dog being rude to her from the comparitive safety of the cavern floor.


Hello. My name is Bill and I'm a caption writer. My hobbies are quite naughty and I would like to meet a girl with similar interests.

(which incidentally is where I'm scribbling down this review), here is some criticism. Firstly you get sent back too far when you die. Secondly, you often have to die in order to work out how to beat a particular hazard, such as spikes below a platform which you'd never have known were there until you land on them. Thirdly, the puzzle element is a little low. And fourthly, it isn't half as good as *Rick Dangerous 2*. But if you want something to keep you occupied whilst waiting for that to be re-released, then why not have a shot at this? Oh go on. You know you want to really.

Rich


Geoff laughed disdainfully. Not even Dr Naked and his killer rock could stop his witty escape.

70°

Compilation

TNT 2

Domark/£12.99 cass (128K only)
☎ 081 780 2222

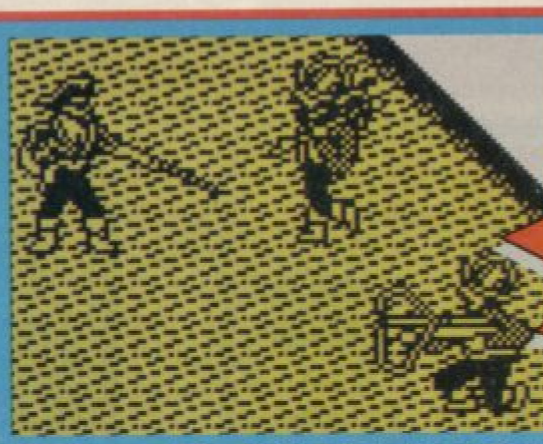
This could quite easily have been an intro packed with puns to do with explosives. However, I decided to let you off this time. (You lucky people.)

Escape From The Planet Of The Robot Monsters
Inspired by those spectacularly awful 1950s monster movies, *Escape* is a rather dandy 3D arcade adventure with a splendid dab of humour. As Jake and Duke Hero, you and that convenient second player sitting beside you have to dash around a space complex, rescuing humans and zapping aliens. The complex has been built on several levels, connected by lifts and escalators, so there's a lot of game to get lost in. The graphics are small, detailed and witty, with loads of rewarding effects when you shoot the wrong people, or fall off a ledge etc. Gameplay is nice and fast, very playable (especially with two players) and quite addictive. It does get a bit samey, but the all-pervading sense of fun keeps you plugging away at it. A spanker of a game - play it in short bursts for maximum effect.
72°

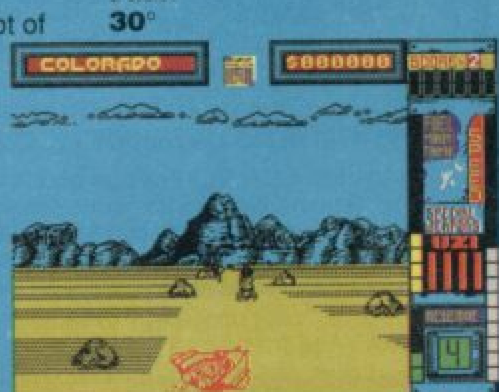


Sadly, this was indicative of society's attitude as a whole. The Reptilons *weren't* evil; they just wanted to be loved.

Hydra
In the future, only one thing is certain - people will always need a reliable postman. Except instead of that nice cheery fellow who loudly bangs the gate every morning, the postmen of tomorrow will pilot huge armed boats. Yup, you are one of those parcel warriors. Naturally the bad guys are out to stop you, but remembering the Postman's Motto ("We deliver"), you grit your teeth and get ready to fight. Hurrah! Or if you're talking about the game, oh dear. The nicest thing you can say about *Hydra* is that at least the loading screen isn't too bad. Ostensibly a thrilling water-based 3D shoot-'em-up, the game is in fact a damp *Roadblasters*, with one important difference. Whereas that game was a snazzy blasterama, *Hydra* falls down in every department. There's been an effort to liven things up with a regular visit to Ziggy's Weapon Shoppe (I kid ye not), but power-ups can't help the deathly dull gameplay. Hit amidships and sunk without trace.
30°



Heavily armed though they were, the soldiers couldn't withstand Cap'n Jack's pointy stick.



Correction: you shoot make sure the water is *simmering* before you put in the egg. (*Hydra*? Don't ask.)

Skull and Crossbones
Were there ever any polite pirates? I mean, they can't all have been uncouth villains with straggly beards, unfashionable waistcoats, questionable personal hygiene and parrots. There were? Ahem. *Skull and Crossbones* is, as you're probably at this moment ruing, a pirate game. Playing either Red Dog or One Eye, two unshaven rascals with all the trimmings, you have to elbow your way through eight levels of sword-fighting and sparklie-nabbing. Apparently an evil sorceror has made off with your entire fortune for some unexplained reason, so you're out to regain your ill-gotten loot. On the way you'll take on not only ragged-trousered sailors, but also Spanish soldiers, magical henchmen and the sorceror himself. Sounds fun? Well, it is, for a while. There are some neat features, but these are outweighed by the probs - for one thing, with two players you take turns rather than playing simultaneously. There is a head-to-head fight at the end of each level, but it doesn't really make up for the loss. Most annoyingly, the game's far too easy. You could quite easily complete it on the first day. Looks meaty, but the addictive qualities are skeletal.
50°

Badlands
Blank your mind and propel yourself forward three hundred years into the future. Now come back again, because I want to tell you about *Badlands*. Fast and slick, with a nice line in post-apocalyptic graphics, the essence of the gameplay can be captured in a mere four words - *Super Sprint* With Guns. A clever idea, you have to admit - the main fault of *SS* was that you couldn't stop the other cars. With *Badlands* you have a variety of terrible weapons to literally blow them off the track. Much fun to be had here methinks, although I'd question the lasting appeal.
70°



Jenks the landlord tried everything to make old Mrs Pipes sell him the house.

STUN Runner
Now this is a classic case of I Told You So. The arcade original was one of those fall-off-your-hydraulic-seat polygon shoot-'em-ups which owed its success more to the graphics than the game. However (you can see this coming can't you?) when translated to the Speccy it loses its impact somewhat. Horrible graphics and horrible gameplay add up to, well, something that's really horrible. Basically.
10°

Five Best Explosion Effects
1. Kaboom!
2. Vadooomm!
3. Kablanggg!
4. Babababababoooom!
5. Forp!



The research scientists gasped. So it was true! Life *did* exist inside Polo mints.

Hello, you've reached the outro a bit too soon. I wasn't actually expecting you for another few minutes. Oh heck. Look, why don't you go back and read the review again, so I have time to tidy the place up a bit? Thanks.

Ah, that's better. (Cough.) TNT 2 is a mish-mash of the fairly good and the rather bad, with three of its five games falling the wrong side of that oh-so-important line. Bluntly, it doesn't represent value for money. Unless you're desperate for a copy of *Escape* or *Badlands*, pass it by friend, pass it by. **John**



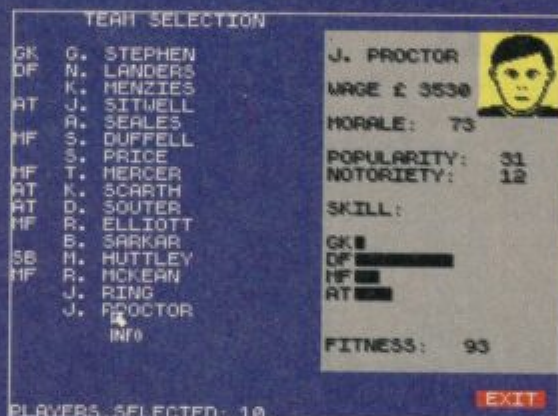
49°

Match of the Day

Zeppelin
☎ 091 385 7755

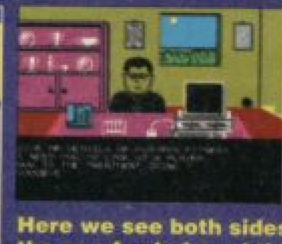
It's no good, there's just no denying it. We've all done it, every one of us. We've all sat down on a Saturday afternoon, dinner plates balanced precariously on our knees, trying to guess how the BBC final-score commentator will intonate the next result. Is he going to deliver the score in a monotone? With a cheerful lift at the end? Such questions have shaped the consciousness of a generation.

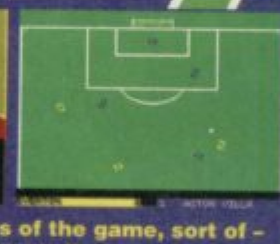
The chaps at Zeppelin are obviously a product of that generation, as they've snapped up the licence to *Match Of The Day* itself. It's a management game but, before you put your head in the oven, let me tell you that it promises to be rather different from the usual footy fare. For a start, there's been an impressive rethink over the match highlights. Instead of



Not a very notorious team, are they? We suggest a few more fouls!

a finite number of animation sequences with little blokeys hacking about in the same positions, the bods at Zeppelin have divided the pitch into ten sectors. Each sector can display a number of moves, so mix them all together and hey presto – a different match each time you play. (Probably.) The actual mechanics of the game have been rejigged





Here we see both sides of the game, sort of – the comfy chair and the mud!

as well. Instead of having winners picked at random, the other clubs play each other properly. As for your own team, not only do you get fouls, bookings, transfers and so on, but you also have to keep an eye on your star players – they're apt to wander into nightclubs, drink too much, lose a few fights and pretend they've walked into a door. To top it all, there are running commentaries from all your favourite BBC commentators. There's Des Lynam on pre-match wibble, Jimmy Hill on post-match wibble and Frank Bough allegedly on... *(Right, that's quite enough of that. Ed.)* The whole thing looks completely splendiferous and spanky, and we'll have a full review next issue.✪

FINAL APPROACH

How to Win At Football

● Choose your team carefully, trying to strike a balance between attacking and defensive strengths. Your team is only as strong as its weakest player.
● Formulate strategies that take account of the individual talents of each player – but be careful to integrate these into the team strategy as a whole.
● Kill the opposing team a few minutes before kick-off.

FAX BOX

Game ....Match Of The Day
Publisher..........Zeppelin
Price £3.99
Release Date....March, 1992

Rescue from Atlantis

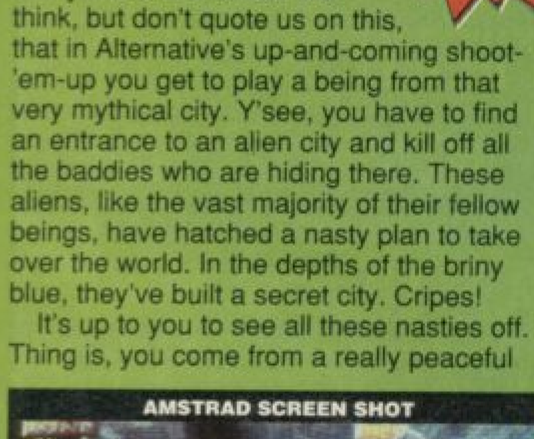
BLIM! Radion was originally going to be called Korx!

Alternative
☎ 0977 797777

Coo, Atlantis is popping up everywhere this issue! We think, but don't quote us on this, that in Alternative's up-and-coming shoot-'em-up you get to play a being from that very mythical city. Y'see, you have to find an entrance to an alien city and kill off all the baddies who are hiding there. These aliens, like the vast majority of their fellow beings, have hatched a nasty plan to take over the world. In the depths of the briny blue, they've built a secret city. Cripes!

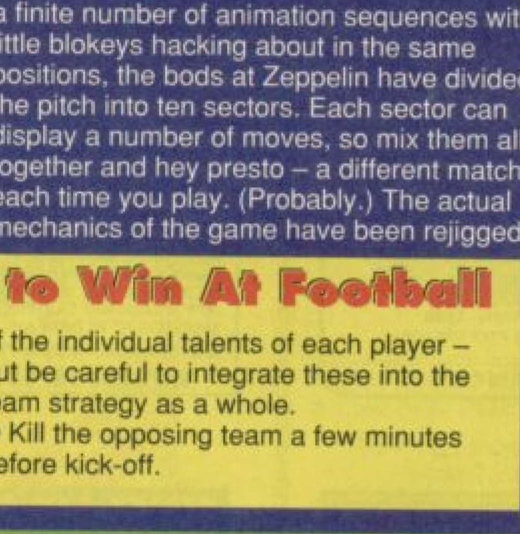
It's up to you to see all these nasties off. Thing is, you come from a really peaceful

AMSTRAD SCREEN SHOT



Just like Moses, you have the power to divide the waters. But you have to be careful that they don't close on you.

AMSTRAD SCREEN SHOT

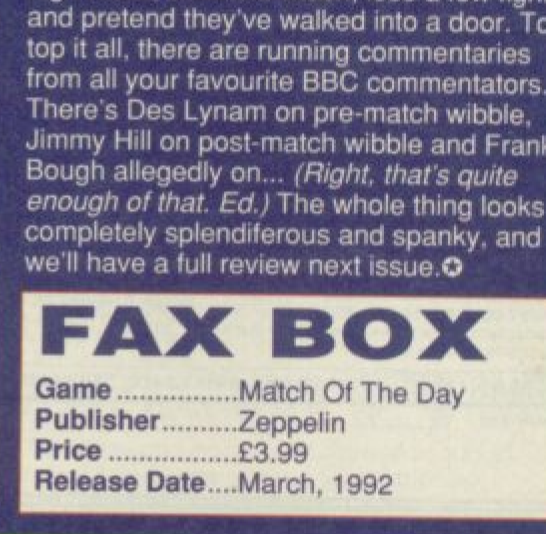


Now this is what we in the Shed call a blimmin' great monster. Not that we're scared of monsters, or anything.

place, so you haven't got any massive weapons to blast all these aliens with. Luckily, you do have some lasers which were originally developed to cure some sort of skin- disease. Ugh!

So off you go, burbling along under the water, getting loads of horrible saltwater up your nose and examining the seabed for an entrance to the city. Once you've found it, crawl in and have a look around. Amongst the slippery fish and piles of seaweed, lurks Korx, the spookiest and cleverest magician in the entire solar system. He's the chap in charge of the revolting aliens and he's gone on ahead to stop you

AMSTRAD SCREEN SHOT



Ooh look, it's a deep sea hill. These are incredibly difficult to climb, due mainly to the force of gravity. Blurble, blurble!

from entering the aliens' ship, which is cunningly disguised as an old shipwreck.

Quite how you defeat Korx remains to be seen. *Rescue From Atlantis* is big and bright, it's also a bit of a puzzler. Shoot things, collect things and have a swimmingly good time ! We'll have a full review next issue, so you've got a bit of time to get down to the local pool and get a bit of practise in!✪

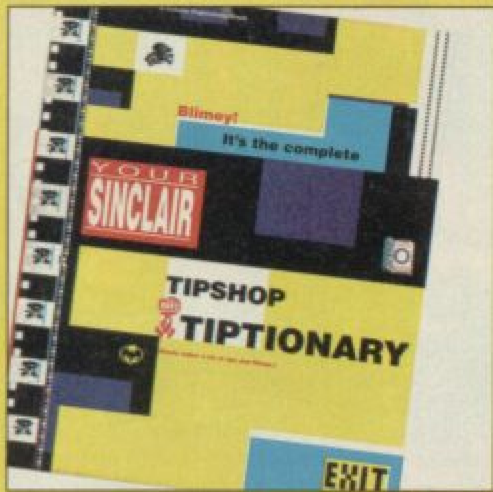
FINAL APPROACH

FAX BOX

Game ....Rescue From Atlantis
Publisher..........Alternative
Price £3.99
Release Date....March, 1992

THE YS WAREHOUSE

OPEN FOR BUSINESS



The YS Tipshop Tiptionary

Now you can beat those games and have a full and varied social life. No self-respecting games player should be seen without the Tipshop Tiptionary. Plus! A tape full of invaluable POKEs. Get one today!

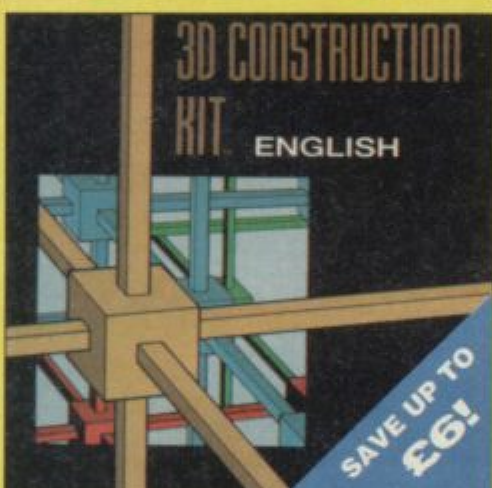
Description	Price	Order No
***YS* Tipshop Tipshionary**	**£8.95**	**TIPS**



The YS Binder

What do you buy for the person who has everything? A binder for all those priceless copies of *YS* of course. Buy two and you can keep one for yourself. Hurrah!

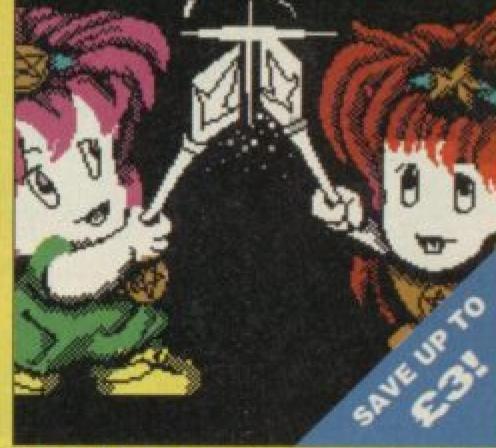
Description	Price	Order No
***YS* Binder**	**£5.99**	**MY100**
2 Binders	**£11.00**	**MY102**



3D Construction Kit

Ever fancied being a founder of a great civilisation? Well now you can. Move over Mr Roman Emperor, get out of the way Alexander The Great! We've got *3D Construction Kit* and we're gonna use it.

Description	Price	Order No
3D cass	**£18.99**	**MY139C**
3D disk	**£18.99**	**MY139D**



Rodland

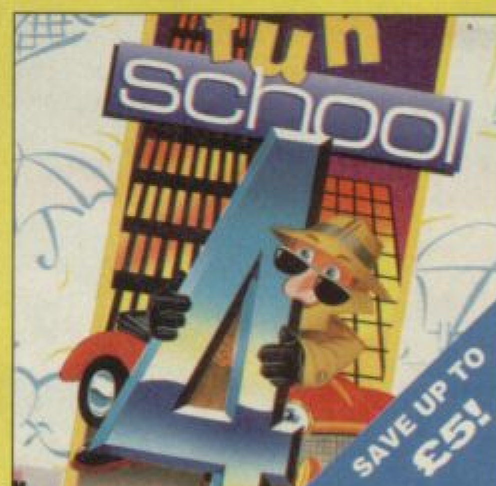
This game is just so good! Slap baddies about with your magic wand, biff crocodiles on the nose and save your mother from the evil wiz. Buy it! You won't regret it.

Description	Price	Order No
***Rodland* cass**	**£11.99**	**MY145C**

Fun School 4

School was never this much fun! Please state the age group of the user (under 6, 6 – 8, over 8) so we can make sure you get exactly what you want.

Description	Price	Order No
***Fun School 4* cass**	**£7.99**	**MY144C**
***Fun School 4* disk**	**£9.99**	**MY144D**



NO HIDDEN EXTRAS! PRICES INCLUDE POSTAGE, PACKING AND VAT

HOW TO ORDER Just make a note of the product name and order number and fill in the spiffy form below...

Or call our HOTLINE number on 0458 74011

THE YOUR SINCLAIR WAREHOUSE

Description	Price	Order No
TOTAL ORDER		

Name ....

Address ....

....

....

Postcode .... Phone number ....

Method of payment (please circle)

• Access • Visa • Cheque • PO

Credit Card No

Expiry date

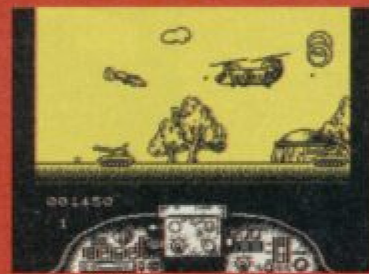
Please make all cheques payable in pounds sterling to Future Publishing Limited, and send the whole lot off to ***YS* Warehouse, FREEPOST, The Old Barn, Somerton, Somerset TA11 7BR.**
And you don't even need a stamp!

Q10 Tankbuster

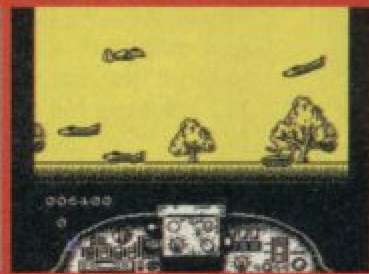
Zeppelin
☎ 091 385 7755

Chocks away! What feeling could possibly compare with flying way above the Earth, at one with the elements, the wind caressing your face with the speed of a dart? Apart from jumping off a bridge with an elastic band tied to your big toe, that is. Oh, and eating ice-cream much too quickly of course. Anyway, mindful of this, the Zeppelin air crew have written a game featuring that old WW2 favourite, the Allied Q10. So just what, as they say, is it all about?

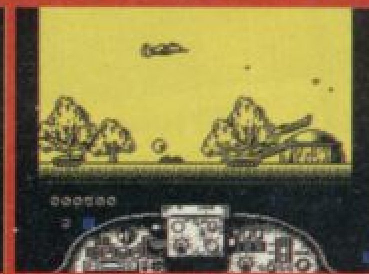
Well, it seems that the Allies' base in the Mediterranean has received intelligence to the effect that loads of enemy aircraft, ships, tanks, tandems etc have been sighted entering the War Theatres. Realising that



As the sun set over the horizon, Peeky had a thought.



How about inviting the entire cast of Miss Saigon to tea.



He had plenty of crumpets and he could buy some butter.

this doesn't mean that they're planning to spend a quiet evening in the audience of *Miss Saigon*, the top brass and bigwigs order ace barnstormer Captain Ash "Peeky" Baugh to intercept and destroy the bad guys. Slap me sideways with a grouse if you don't play the good old Cap. With nary a second thought about personal safety you set off singlehandedly to save the day.

Your faithful Q10 packs a Heavy Duty Oil-Cooled Machine Gun (it says here) and has the ability to pluck new weapons from the airborn wreckage of zapped aircraft. In other words, the game's a horizontally-scrolling shoot-'em-up with power-up icons. It looks rather a smartie, with loads of levels, even larger numbers of baddies and several more extra weapons. In short, a biggie. Watch the skies and next month's YS, which will contain lots of fluffy clouds and a review of the game respectively. ✪

FINAL APPROACH

The Q10 Tankbuster As Described By A Famous Liar

The Q10 Tankbuster, also known as the "Flying Aeroplane," was designed in 1942 by Sir Wilbur Milburn-Wellbourne as a direct competitor to Germany's O-14 "Lazy Dennis." The size of a quaint maisonette but weighing only three-quarters of a ton, the Q10 could hold fourteen 250lb bombs, five thousand troops or, at a pinch, two generals and their egos. With a projected flight ceiling of 67,000ft and quadruple the firepower of the Q8 Pepperpot, the Tankbuster would undoubtedly have been a resounding success had it actually been built with an engine.

FAX BOX

Game ....Q10 Tankbuster
Publisher..........Zeppelin
Price £3.99
Release Date....March, 1992

3D POOL

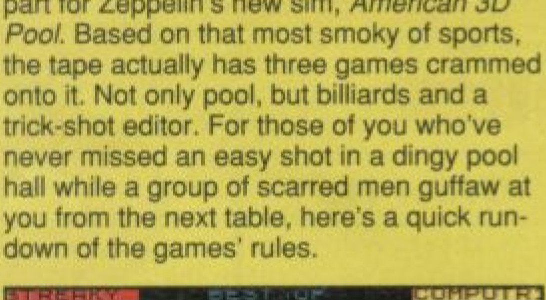
FINAL APPROACH

Zeppelin
☎ 091 385 7755

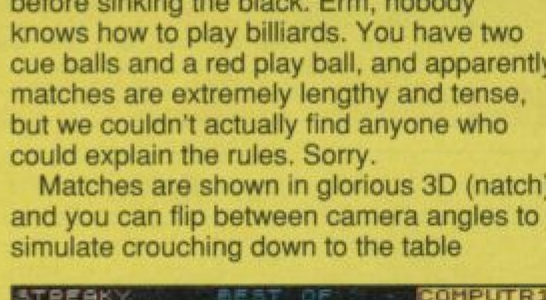
Paste green cellophane to your lampshade, set your bowler hat at a jaunty angle and pump up the volume on that album of Scott Joplin numbers. You're now in a perfect position to be ridiculed by all your friends. Take solace in the fact you also look just the part for Zeppelin's new sim, *American 3D Pool*. Based on that most smoky of sports, the tape actually has three games crammed onto it. Not only pool, but billiards and a trick-shot editor. For those of you who've never missed an easy shot in a dingy pool hall while a group of scarred men guffaw at you from the next table, here's a quick run-down of the games' rules.

In pool you have two sets of coloured balls and a cue ball. Whichever colour ball you pot first, you have to stick with that set of colours, and the first to pot their set and the black wins. (Simple, eh?) The trick-shot editor allows you to arrange those clever-clever potting combinations, eg having the cue ball ricochet off three reds and a nun before sinking the black. Erm, nobody knows how to play billiards. You have two cue balls and a red play ball, and apparently matches are extremely lengthy and tense, but we couldn't actually find anyone who could explain the rules. Sorry.

Matches are shown in glorious 3D (natch) and you can flip between camera angles to simulate crouching down to the table



Why do you have to be quiet whilst watching pool or snooker? It just doesn't make sense.



You have to squint a lot if you play American pool – even if it's a non-smoking pool hall.

The World's Three Best Pool Players

- WC Fields.
- Millie "Cueball" Lonsdale.
- Duncan Goodhew *(Oh no. Ed)*

without risking putting your nose in some chalk dust. In addition there's a tournament competition, action replay and slow motion features, computer or human opponents and a signed licence allowing you to drawl and narrow your eyes in polite company.

With all this, and the obligatory "much more", we've got high hopes for the game. Be sure to check out our review next ish. In the meantime, unscrew the brush from the kitchen broom and practise leaning on the handle, waggling your head and looking incredibly cool and tough. Practise in front of the mirror first and then move down to the living room. Remember to ask your mum if you can dismantle the broom first. ✪

FAX BOX

Game ....3D Pool
Publisher..........Zeppelin
Price £3.99
Release Date....March, 1992

NEXT MONTH

in the world's scrummiest spec mag!

EASTER

eggstravaganza



♥ Those sweet-toothed jugglers test every product on the market, from coffee creams to viennese truffles, to make sure you get the choicest Megapreviews with a marzipan centre. Watch out for our exclusive report on Ocean's fab and groovy *Addams Family*. There are also plenty of chunky reviews with lots of little nutty bits in. Mmm!



♥ Curl up on the sofa with YS's Special Selection. Untie the silky ribbon, lift off the gold embossed lid and you'll find all your favourites, each snuggled in its own white, frilly case! We've got a round-up of the worst Speccy games ever which might leave a bad taste in your mouth, but you can get rid of it by savouring our family favourites. There's smooth Spec Tec, a soft centre with a brittle shell; Adventures is a bit of a mystery bite, Letters is crunchy, Tipshop will melt in your mouth, Haylp will soothe and The World'll knock your socks off. Yum!



♥ Encased in a dark chocolate shell is our delicious covertape. Within this one shell is a whole range of tastes – something for everybody. There's a tonne of lush POKEs and a few complete games, like *Mazemania* and *Rikosphere*. There's also a rather fab demo which features a big, beefy chap, but we're not going to tell you anymore. But we *can* tell you that you'll be picking at it for ages. Slurp!

The next issue of Your Sinclair will be at the nearest place of taste on the 2nd of April, 1992.

♥ Plus! An absolutely free gift. What is it? Well, it's long and it's got a hole in it. It's got loads of wibbly writing on it and a lovely picture of Indiana Jones. Have you guessed what it is yet? No? It's a very handy Do Not Disturb sign all of your own. No longer will your mum come thumping into your room with a hot water bottle and a mug of cocoa just as you're about to blam that end-of-level baddie!





TAKE YOUR SENSES TO THE EDGE...
... AND BEYOND!
SPACE CRUSADE
FAILURE BRINGS NOTHING. SUCCESS WILL BRING IMPERIAL HONOURS...
Enlist with the Space Marines and enter the fiercest conflict mankind has ever faced! Forgotten starships infested with a multitude of evil creatures from the Realms of Chaos drift from the Warp...
...Aboard these silent alien hulks, the space Marines battle to save humanity. Only the bravest return from fighting the hordes of Chaos and the mighty war machine Dreadnought. Will you be one of them?
Available on: Atari ST/STE, IBM PC, Amiga Spectrum, CBM 64/128 and Amstrad Cassette & Disk.
Screen shots from Amiga format
GREMLIN®
Gremlin Graphics Software Ltd., Carver House, 2-4 Carver Street, Sheffield S1 4FS.
© 1991 Hasbro Bradley UK Limited. All rights reserved. "Space Crusade" was developed in association with Games Workshop Ltd.